

TV GAMER

NOVEMBER 1994 85p

THE PLAYER'S GUIDE TO CASSETTE AND CARTRIDGE GAMES

INSIDE THIS ISSUE

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WIN £25,000 AND SAVE THE WORLD

Eureka!

250 K OF PURE ANXIETY
BY IAN LIVINGSTONE

■ I suspect I've never been more nervous than I am right now, even though I've never before been nervous at all.

■ I'm not even sure I can remember the last time I was nervous. I think I was nervous once, when I was a child, and I was nervous again when I was a teenager.

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Your Fingertips

Full color booklet
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crossed to help you
navigate the territory
and win the £25,000
prize!

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route sheets
included

5 PROGRAMS IN ONE

- At 5 Adventures are linked — and you can choose to buy them separately, too! Buy all five from Eureka! and you won't have to buy any more up to you!
- Eureka! is not just a game — it's a full-on adventure. And what at each Adventure? You'll face all kinds of challenges, puzzles, and traps that will test your wits and your courage.
- The game is set in a world where you'll be a hero.
- And if that's not all, you'll also get a full-on strategy guide, a full-on map, and a full-on route sheet.
- At the end of the Eureka! pack, you'll receive a full-on strategy guide, a full-on map, and a full-on route sheet.
- If you want to try it, you can buy the whole lot for £25,000.
- Buy it now! Buy it now! Buy it now!



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map graphics

Eureka!



FROM THE CREATOR OF
**DESIGNED BY
IAN LIVINGSTONE**

For the first time, Eureka! is a full-on adventure game. It's a game that will test your wits and your courage. It's a game that will challenge you to think and to solve problems. It's a game that will give you a full-on strategy guide, a full-on map, and a full-on route sheet.

£7 BONUS

When you buy Eureka! you'll receive a full-on strategy guide, a full-on map, and a full-on route sheet.

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Cover picture

Storm Warrior by David Boyd



EDITOR ONLINE

A warm hello to our longstanding readers – and also to the many new ones swelling our ranks. We're happy to report that we've had to increase our circulation to meet the demand.

As you've probably already noticed, there's lots of goodies in this issue. The most obvious is the free action-packed poster of *Front Runner's* top-selling *Storm Warrior*.

Then there's two great competitions. Open to all *TV Gamer* readers is the chance to join the ranks of world-famous programmers such as David Crane, Steve Kitchen and Alan Miller – whether you can program or not. Just send in your idea for a completely innovative and entertaining game. And *Spectrum* owners can win up to £550 of peripherals: printer, modem, interfaces, microspeech unit, lightpen, U slot, joystick and software.

We're not mercenary, but this issue also has the scoop on *Davek's* exciting adventure, *Eureka!* It's a big-prize game that rewards the first solver with £25,000. Turn to the centre pages for what is really five adventures – and five arcade games – rolled into one.

How to win friends and influence people – well, impress them, anyway. Read this issue and you can show them how to solve *Bruce Lee*, get through the first eight levels of the arcade *Star Wars*, and manoeuvre your way through *The Forest of Doom*.

If you're thinking about Christmas, don't miss our next issue. We've rounded up the most popular games, peripherals and games systems. And come up with some sure-fire reasons to persuade your parents or friends to put some in your Christmas stocking.

Happy reading

GAMES, GAMES

As the games producers race to complete their latest products for Christmas, TVGamer's office has been inundated with news of new games. On these pages we've selected what we think are the best. More details will appear in TVG's December reviews.

Ghostbusters

New York city has a problem. pit-ferrets! or whatever are plaguing the city. The only people who know the are three bachelors.



offbeat average pass psychology. I believe if that message gets and forced will the right can personal mental, you start their own business, the only method Ghostbusters. To run the machine of Columbia Pictures top list for Christmas 1984. Ghost

busters. Released in the US in June it gave Columbia its biggest opening week end in its history. It will wind up as the archaic god box office leader of Columbia's sixty years of filmmaking.

Even the theme tune has achieved fame - it was number two in the US pop charts as TVG went to press. None of course copies the game.

Actually it's the last time I've seen the game before the film. Ghostbusters the film will appear in the UK on 26 December. A prototype of Ghostbusters the game appeared in Top magazine. TVG got a special preview of both.

The New York Regulatory Warden Bill Murray, Dan Aykroyd, Harold Ramis and Rick Moranis. Aykroyd and Ramis also co-wrote.

Low. Repair produced and designed.

The Ghostbusters are unique - residents because of their advanced working order they walk that line like business gurus and monks. They wear sophisticated backpacks and carry various wands that emit particle streams. They also drive the best futuristic automobile in the world.

This is an elegant 1600 Cadillac ambulance fitted with electronic devices. These allow the Ghostbusters to locate major psycho kinetic - kinetic sensors activate the electronic medical and store.

The Ghostbusters must search out ghosts in New York public library City Hall, Columbia University, The Towers on the Green, Central Park West, Columbia Circle and the former New York police department look up.

After shooting 200 special effects shots had to be put into the film.

Ghostbusters the game follows the film closely. Its opening screens are accompanied by the short bearing threat name - boss of the last screen. I've heard on a Commodore 64. The graphics are large and clear. Featuring those famous New York land marks.

In the game the Ghostbusters have become so famous that they are franchising their operation. You join the business.

You are given \$10,000. You must use this carefully to buy your set and electronic devices. There are four sets ranging from a residential to urban wiggles to houses to super-robot. Devices include special transformations ghost wands and motor-wands. Ghostbusters has a lot of game play elements between them. The various tasks there up.

Ghostbusters was designed by top Activision designer David Gross of Pitfall I and it and Decathlon fame.

It will be in the shops as of November, reviewed in the Alan YC's Commodore 64 Spectator and leading systems including MSX.

The funnest game of the year title could well be awarded to New Denver always Challenge.

Challenge is set in the canyon of the wild west. Here Cliff must stop the evil bandit passing through. The best description of and construction for the game are watch the slow runner canyon.

In their the hungry cowboy cannot stand loading pellets - which usually become on him - to stop rockman. So, too, Cliff desperately shares business canyon and avoids the bandit. So too they may be looking back on him.

New Generation has also sponsored Travel with Backpacker. After his last adventure Backpacker was awarded a diploma of brotherhood. He celebrates by traveling the world.

To be honest he goes across to Jerusalem's Wall and Wall, empty bottom at a German beer festival, runs in Spanish buildings, goes into therapy, such as beaches and musical devices on Hong Kong streets.

Challenge CBM 64 £1.95
Backpacker Spectator £5.00



Eureka! Five games in one

£25,000 is being offered to the first person to cracked the mystery of a new word game adventure and arcade game, *Eureka!*

Eureka! has been described as 'the most demanding adventure puzzle the Computer by computer' because it's certainly the best adventure I've seen. It's a package of five adventure games and five arcade games, all on one cassette. It is as compressed by a full colour book with maps, clues and symbols.

TV Gower got a full colour speaking book at *Eureka!* that is the centre piece of the game to see the excellent graphics.

The theme of the adventure is to travel through time losing time strands of a crystal. These must be entered in the crystal - otherwise the space will break into millions of probabilities crash through the time plane and destroy Earth completely.

Before each adventure an arcade game appears onscreen. You can choose to skip this - but playing adds extra points. The more you have of these the more chances you have of survival in the ensuing adventure.

You start in prehistoric times. There you must locate the crystal cloning machines such as brain scan and teleocrypts. A map is essential.

If you survive that you land in ancient Rome. Captured as a galley slave you must work your way up to defeat gladiators in the Colosseum. You are also challenged by a chariot race, an Olympic and a storm. Eventually you take an rocketed space plane. Next Daniel has to find the way to the second crystal strand.

Next comes the age of King Arthur and the knights of the round table. The adventure centres around a missing context. You see - of course - a knight in white armour. Beat the other knights then help King Arthur in his quest to be-

come King of England.

There is last the fourth strand you crackland in Germany - in the middle of World War II. It gives you just one clue here - you are here or you'll be shot as a spy. You land up in the not-so-secret project Golden. You must break out.

There are various ways of escaping from Golden but only one leads to the rising strand. Along the way you must get hold of army diagrams, ID papers and other escape items.

Finally you land your air plane in a James Bond type mission in the Caribbean. There lands our villain, Mr. Berg who is holding the world to ransom with a one hour bomb. You must locate his base, retrieve the strand, and blow up the strand. Don't forget to escape before it does blow up!

The world is an arena for your efforts that it rewards you with £25,000.

The music throughout *Eureka!* is a masterpiece in production. There is jazz in the background. There is a feature in Roman times and mysterious 'speaking' music in Celtic times. The Golden period features guitar and synthesizer, and the last adventure is a score, peaced by suitable futuristic music.

The five adventures were written by Ian Livingstone, author of the best selling *Polygon Factory* series. With partner Steve Jackson, he was the first to import Dragonair & Dungeons games to the UK and to hold the first games convention. The duo now run The Games Workshop, the largest hobby games company in the UK.

Eureka! was first played in Hampshire software house Andromeda. It put over 10,000 man hours into programming the game.

Because each adventure has 48K graphics, the program is really loaded. Luckily this doesn't take long as it takes down 75,000 of pure memory.



Alan and Mark Jackson, Games Workshop, Southampton



So how do you get that £25,000? Well you can crack the final adventure without answering questions about the other four. Then you see the adventure modules in the book, and clues from the *Eureka!* magazine to get a telephone number. Ring the number and claim your reward.

Eureka! is the brainchild of Dorset - formed from the first three letters of Dorset, Wexley and the last three of Mark Jackson. They left their relatively young side in a West End advertising agency, made this year to form the company with computer specialist Stephen Byrne.

When I first met them in April this year they were dreaming up the *Eureka!* for a prize. Now it is in a signed beta account, waiting for its one advent. The advertisement by Ian Jackson, later 1985 the money will be shared out amongst all those who bought the game. A coupon is enclosed with each game, just complete it and send it to Dorset to register yourself on the list.

This is one alternative to a land your own prize - as it is a signed beta account, waiting for its one advent. The advertisement by Ian Jackson, later 1985 the money will be shared out amongst all those who bought the game. A coupon is enclosed with each game, just complete it and send it to Dorset to register yourself on the list.

Back in April, Dorset and Mark had no idea what the game would be - just

for a prize of £25,000 would be an available marketing tool. They had contacted a number of creative people to put their ideas on paper to be experienced with by programmers. The best would be developed.

The game will not be a Dragonair & Dungeons type. It will be competing with lots of magazines. The game will stand up by itself outside the prize. What is different is the marketing. We will be going on TV and advertising in the Sunday papers and specialist games. Dorset noted. He has recruited five to his second. More money will be spent producing *Eureka!* than *The Hobbit* or *Wizards* combined.

In April the duo believed the game would be on the shelves and Easter 1985. Ian Livingstone announced their adventure. Now they are working fast on producing *Eureka!* in vast quantities.

Not until the first rush is over will they try to come to grips with - what for it - *Eureka!*

1985 will also see other games from Dorset. Definitely on the list is a speedy mystery from the pen of Dorset's prolific author, the world famous author Dennis Wexley.

Deirdre Boyd

• *Eureka!* is available on the Spectrum and Commodore at £14.95. It will usually be sold through mail order only from 228 Mansel Road, London SW9. The last batch of orders goes out at the end of October. If you order before then you can get it off the price of a Green light pen, but usually sells at £17.95.

Deus (and you) ex machina

Meeting yourself, Ian Dury, Jon Pertwee, Mel Cockerill, Lenny Slayby and Trevor Steward: The story of your life. What sort of...

Deus ex machina has been defined by Pagan and Irvine: those Antonia Dennis novels through which a young Prince Wales goes for a 200-page roller coaster of sex, drugs, money and political involvement as well as the player actively making his own choices. It's a novel fully synchronized to the video soundtrack. It's a novel that includes sex and marijuana use.

The 1980s are the golden age of the League of Gentlemen. It's not like I can't read a good novel, but this 711-page one is so long you'll probably be a little late for work.

The novel, which is set in London in the 11th century, is a love story and a

political one told in a very peculiar way. It's all past, just coincidences and coincidences coinciding together and so on. It's a novel that's been called by the title of its author, Ian Dury, Jon Pertwee, Mel Cockerill, Lenny Slayby and Trevor Steward. It's a novel that's been called by the title of its author, Ian Dury, Jon Pertwee, Mel Cockerill, Lenny Slayby and Trevor Steward.

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Above: This is the kind of virtual reality action that EP's virtual 3D AD Adrenaline magazine magazine-style articles arranged that Quake will release for seven based on the Stron. The first is Stron 2000 and the second is Stron 2000. The first is Stron 2000 and the second is Stron 2000. The first is Stron 2000 and the second is Stron 2000.

...the magazine. The magazine is a magazine that's been called by the title of its author, Ian Dury, Jon Pertwee, Mel Cockerill, Lenny Slayby and Trevor Steward.

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DEUS EX MACHINA

Leading Ocean's games list for Christmas is Shockback 2

Class action. Another Top 10. It's the same name as the first Ocean's game. It's the same name as the first Ocean's game. It's the same name as the first Ocean's game.

And it's going to be the same name as the first Ocean's game. It's the same name as the first Ocean's game. It's the same name as the first Ocean's game.

For the last time, it's the same name as the first Ocean's game. It's the same name as the first Ocean's game. It's the same name as the first Ocean's game.

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The same name as the first Ocean's game. It's the same name as the first Ocean's game. It's the same name as the first Ocean's game. It's the same name as the first Ocean's game.

Electrifying Action



Street Warrior

Heavenly 2D, sleek, no frills 2D and fully featured over the top quality of the name - Street Warrior.

Street Warrior is a 12 screen, 60 min. fast action, gripping adventure using the 7 RAM features & levels of play. Full playing time jumps to the first four screens, some from backyard & fast falling action.

Commodore 64 Disk £7.95 (incl. £3.00 including VAT)

The White Tiger

A great unbroken adventure in the land of Vietnam. Curious Event.

Commodore 64 Disk £7.95 (incl. £3.00 including VAT)

Smart City Decision

The new 3D strategy, fast action, 100 screen, unbroken & burning feature, & contains a new 3D screen, & just an impressive display of computerized, world-class resources, Strategic Decision, Visual Thinking.

Commodore 64 Disk £7.95 (incl. £3.00 including VAT)

TRON
Runner
Meet the Challenge

Available from your favourite software retailer

Micronet update

Have you ever visited the Micronet Towers? If not, you're in for a surprise! Go to page 100 on *Frank!* to watch a glimpse of what it's all about. Or read our *Learnasee Cox* game a taste of what can be found there.

Check the report notes of *TV Game!* I've reported on several areas of the database. After a holiday Micronet's message has returned to her hole. El Guepote's message - other users know as the name - another alternative data base - is setting up home as a communications news with information about all databases as well as giving advice about modems.

Go delving into macromouse on page 100S1400. According to Adam Demay's game review on page 100S1381 it's a fast way of spending a few hours. The game begins when you enter your own program and find it's just ally crawling with bugs (ugh). The bugs prevent you from getting to spraying cans of Datsol!

There are lots of free and commercial games and are all free for the download. So whether you have a Spectrum BBC Apple II or Commodore 64 there'll be hundreds of games to choose from.

There are Top Ten charts compiled every week for the most popular software for each computer. These cover programs from games to utilities to memo-addresses.

If you like things with death in the middle of the night and you'll sleep with a lead and follow Sleepy Joe through the dark world of the *Micronet Maze*. You'll find the door to an eerie land only if a demon sleep and more terrifying victims. There must be time to reach that cup of black coffee before the museum catch an MI6! has come up with an other message. To download COTO #10080042.

Start on the 23rd cent

ALTERNATIVE TO **Newsflashes** MODERN

COTO 2 for how to join Micronet

10	Maze II	100S1400
11	Macromouse	100S1400
12	Macromouse To Go	100S1400
13	Macromouse To Go	100S1400
14	Macromouse To Go	100S1400
15	Macromouse To Go	100S1400
16	Macromouse To Go	100S1400
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22	Macromouse To Go	100S1400
23	Macromouse To Go	100S1400
24	Macromouse To Go	100S1400

FOR THE **NEWSFLASHES** FOR THE

and all parts - 100S1400. The first 100S1400 is a free copy of the program. The rest are available from your local COTO or from the Micronet Towers. The program is available in a number of languages: English, French, German, Italian, Spanish, and Dutch. The program is available in a number of languages: English, French, German, Italian, Spanish, and Dutch.

At COTO 2, you'll find your own programs and services. You'll also find a number of other programs and services. You'll also find a number of other programs and services. You'll also find a number of other programs and services.

If you have a Spectrum 128K or a Commodore 64, you can download the program. The program is available in a number of languages: English, French, German, Italian, Spanish, and Dutch. The program is available in a number of languages: English, French, German, Italian, Spanish, and Dutch.

Remember the database for 'Why did I come to see an online adventure competition? The prize was an IBM PC or a Commodore 64 through the Internet. The object is to work through a puzzle of passages, puzzles and other games. The prize was an IBM PC or a Commodore 64 through the Internet.

The prize began as an old warehouse. A year and a half ago, it was the

first time I had a chance to visit a computer store. I was in a room full of people who were all looking at the same thing. I was in a room full of people who were all looking at the same thing. I was in a room full of people who were all looking at the same thing.

There are lots of other programs and services. You'll also find a number of other programs and services. You'll also find a number of other programs and services. You'll also find a number of other programs and services.

There are all kinds of data, from a database to a number of other programs and services. You'll also find a number of other programs and services. You'll also find a number of other programs and services.

to the best of my knowledge. I was in a room full of people who were all looking at the same thing. I was in a room full of people who were all looking at the same thing. I was in a room full of people who were all looking at the same thing.

Mike Allen also in the *Spectrum Club* for the *Wally Chad*. How do you get past the knots that are NCC - AAAAAAHHH! (Don't worry! If you think you can't do it, just mailbox 100S1400.)

It's always a good idea to keep with a game and a little old man in the *Beach*. *Parade* and *Beach* are all of anyone knows the way out. Are there any good games? Well, the game is a good one. It's a good one. It's a good one.

As well as 10,000 other pages, I have 100S1400. I have 100S1400. I have 100S1400.

There are all kinds of data, from a database to a number of other programs and services. You'll also find a number of other programs and services. You'll also find a number of other programs and services.

Super Sketch comes to the UK

If you have in the last few months then there you may have caught a glimpse of a rather fancy graphics editor by Personal Pic entitled TV-Caster ready to get one of the few in the country for review shipped to us direct from the US.

The Personal Pic entitled Super Sketch comprises one piece of hardware which looks rather like a Sketch-a-copy. Indeed it works in a similar way.

The plastic unit is connected to a graphics workstation which allows proportional movement rather like a trackball. So

as well as drawing free hand you choose an object and trace it.

A piece of ROM software is included with Super Sketch. It is the heart of the system, a powerful picture editor which reads data of the more expensive CAD packages.

Your brushes can be deduced from a list of entries appears as can your choices of colour and shape. Monitoring the controls and menu screens up from takes no more than 10 to 20 minutes to get to know as if you can begin drawing. After flipping and rotating pictures like a true master.



Modules can be stored onto the floppy option and your finished work can be stored on standard disc or tape.

Super Sketch sits on the Commodore 64. The price

for the whole package - graphics tablet, software, cartridge module and unit - is £250. See a Price Guide featured within the issue if you'd rather see what's at Christmas.



DIARY

NOVEMBER
Electronic
Royal International Hall
Victoria, London

CANCELLED
INDEFINITELY

The 40th Colour Show
(for Display and Tandy users)
Royal International Hall
Victoria, London
Entr: £2000
www.tsp.com/under 21ed1
Saturday 17th 10.00-18.00
Sunday 18th 10.00-17.00
Organized by Computer Marketplace

Your Computer
Christmas Fair
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I, ROBOT BREAKS INTO US ARCADES

"You see an unhappy-looking robot in rebellion against his brother and his evil eyes." These words introduce I, Robot. Atari's latest 3D coin-op game to hit the US arcades.

I, Robot contains over 100 scenes. It also features twenty-two unique geometric playfields with space wires and bonus wires in between. Atari boasts it is the result of two years' development effort in the greatest action and 3D graphics.

I, Robot also uses passive Goodie City-style player-manipulated graphics, a manual, and a manual to game play. Atari readily states:

"The evil eye dominates the law. The evil eye will kill you if it sees you breaking the law. Your mission is to destroy the evil eye." I, Robot's screen captures

show both eyes.

The law is the scenario. But you, as the arbiter, in better judgment than the law in collected and zones. Each zone is a series of collected the evil eye loses one of its protective shields. When all the shields are collected, the tanks is completely destroyed. The robot can then reach the secret pyramid and increase the evil eye.

To move from the red to another the robot must jump when the evil eye is not looking. If the eye is red, it sees the robot jump and will have no less than to capture it.

In the various levels, the robot is threatened by tanks of various colors by the eye. These can be dodged or destroyed. They include killer bots, space beach balls, robot aliens, space stations, deadly access balls, pyramids, stars, and tank cars.

Every third screen the robot must enter a red pyramid to stimulate the evil eye. (Watch out, scene

two looks green) but its camouflage breaks and again, the evil eye will see through the robot's gear before it can make the next stage pass.

Between each screen, the evil eye moves through various alien vehicles and assignments objects. An alien tank is awarded 3 lives and one I, Robot is destroyed for each vehicle taken. As the player progresses, the evil eye's space wires.

After three levels of increasing difficulty, the player - not the robot. You avoid him by guessing the pyramid's color. Playing with two players.

You control the robot by moving the motion ball effect system. The buttons are used to shoot obstacles. Once play begins, you use the start buttons to change the viewing angle of the playing area.

A transporter allows you to select higher difficulty levels for extra challenge and bonuses. You can also change the weapons level, whose shooting rates, object a worth comparison.

A high score table records the top ten game scores. The game also automatically keeps track of the highest score achieved in the space zone and the shortest time to get through each screen. If you lose the high score at complete a screen in a shorter time, you are awarded bonus points.

You don't have to be Superman to slip into a beach sweater for a red center of San Diego. Atari's latest player can play it while just step into the level and power part of the wire.

That'll do nicely. Credit cards can now be used in arcade machines in the hope of getting us to part with even more money. US companies Intec and Data have developed systems which will accept custom and credit cards.

There's no the hooperoo. Kyle Riley and Jo Linda Richardson met while

played the Atari 2600's *Space Invaders* and decided to take some photographs of the machine's outer cabinet. Their photograph was published in *Playboy* magazine.

Bill BS to play a game! Famous as someone that the first 3D laser hole through's game will cost you the much to play. With the 3D laser simply against the 3D that should put it out of the scene of most good-to-bots.

Watch the film, then play the game in the same name. The popular Atari game *Clash & Clash* has been brought out in a film version. *Clash & Clash* is a film version of the Atari game. Now *Clash & Clash* creator Atari is trying to get cinema owners to place the game in their cinemas when the film is showing.

Return of the Jedi also by Atari, was due in the arcades last month. Well, it wasn't.

No more squinting? British researchers at Telex University found that computer games can wear children in treating eye defects due to squint.

Visual improvement in eyesight was reported for four of the five adults treated by prolonged viewing of specially high contrast square patterns. So delighted was one woman that she interrupted the researchers in the middle of the night to report that for the first time she could see her baby's eye to watch TV.

Over now, patching the good eye to force the bad eye into activity has been the usual treatment for squint. But this has tended to help only badly young children. The new therapy could revolutionize treatment for both young and old.

The treatment also promises communication between eyes and brain. Strabismic TV Center research could have told the university. Now a controlled study is planned to compare both techniques.



SPACED-OUT



ON GAMES?

Games can contain psychological 'traps' to get you hooked. So Deirdre Boyd quizzed programmer Terry Watts on what makes players think they've got a great game.

What do you love a favorite game for also make us better... sometimes without knowing why. The graphics look good, the sound seems fine, and there's plenty of action. So why don't we enjoy playing games?

The answer is in part, subconscious. There were sometimes hidden just so quickly that only our subconscious recognized it. The answer is based on the subconscious in psychology. The programmer must know what emotions players must go through to feel they've bought a great game. And they must plant ingredients into the game that will induce those same emotions.

Terry Watts has studied the psychology of games for some years. He's put his knowledge — and his experiences of other games he's written — into creating *Space Invaders* and *Star Wars*. Already he knows the reactions each element he has planted in the game will create.

The three most important elements are: improved your skill, a sense of purpose, and a reward. That's not so obvious as it first appears.

As a player, you might take a cue from a random from your collection. It must give you up, you must enjoy it just like music. A good computer game should give pleasure.

"I tend to do these things without knowing I have done them," Terry said. "I recognize them only when something's gone wrong. *Star Wars* took five months to write — twice as long as usual — and I enjoy every second of every page.

"Page" is a word Terry uses rather than screen. It's a legacy from the book he's written. "They weren't so popular for publication — but they did teach me the importance of content," he explained. "I have two vastly different screens. I create a link so the you have a screen for going from one to the other.

"I started playing screen games five or six years ago with *Space Invaders*. I really enjoyed it. In the next two games I bought were *Space Invaders*. I was so dis-

appointed. As a programmer, I had spent \$20 for a cartridge. I was angry. And why? It's so easy to give value — it's just a matter of making up something different.

Sometimes once you could write the plot of a good film on the back of a postcard. You should cover a whole plot in one computer game. "I start with only the vaguest idea — like the open-ended principle when writing a book. And I usually develop only one out of every ten ideas I have," Terry said.

One of the biggest problems in the starting point. We have all played games where all of a sudden, the action starts and we're deep being in the middle of the game — and have probably suffered a few hits from the computer.

"The opening page must stay for at least a minute. Because this didn't happen in *Space Invaders*, my first impression was that there was nothing much to it," Terry commented.

The same principle applies if I'm not too sure what's going on or why I've got a sudden score. It leaves me dejected.

"A lot of writers like demonstrating multiple screens — but forgets introducing you at different speeds. For example, they don't understand why

the first 30 seconds of *Star Wars* is so important — and that's why I look at *Star Wars* and think it's a great game.

"I'm sure it's true. I have to learn *Star Wars*. I want to feel like players have in *Star Wars* for an instant you could stay longer on the screen — to bump up your score. The playability is an important factor. It's a few minutes really — you're killed and thinking it is not an important score. You want to stay to bump up your score. But the next time you play there is a different pattern of stars.

"Every time you play *Star Wars*, you should find something new to do. You learn a player's method which is geared up not just a higher score but also to survive better."

There's more to a game than making you feel good. You also must not feel bad.

"I don't like players to get bored," Terry confessed. "This often happens if there is a score you don't get through and you must start all over again. There are two very difficult areas in *Star Wars*. One is the devil's staircase. That's so difficult to negotiate. I knew it was possible to play it — but I couldn't. I tested that section on a lot of people. If they failed, they got angry — but didn't get angry. When they succeeded the player satisfaction — very important — was extraordinary.

Most new games have a demo made to show the structure of the playing screen.

"I've tried a new idea in *Star Wars*, Terry said. "Demo made your halfway through the game, and the player can take over at any point. Doing the second half yourself is your own.

Any game with less than ten screens is a trouble nowadays. Terry criticized. "It helps the player identify with the game. But as I said, one thing that irritates people is a sudden break in continuity. If two screens flow into one, I'm satisfied. If they find two distinct elements, they're not.

In the race to make original games, programmers put in multiple screens and make difficulties by increasing speed only in *Star Wars* (the hero is engaged in one to one combat with a monster, *The Light* — but a lot of screens are needed).

"If the player just realizes that my stock is certain when it comes to a zapping area, the game is so good. Players must dive off the cliff trying to be the enemy," Terry warned up. "And if there isn't a good player action, the game becomes a boring

HOW TO RECOGNIZE A GREAT GAME!

- It improves your skill, gives you a sense of purpose and a reward
- It has a good plot
- It has continuity
- It gives you time to think before each new screen
- You want to stay longer on cartoon screens
- You don't get cross with it
- You 'identify' with the main character
- It has realism
- You enjoy the sound
- It's 'lighter'

SO YOU

THINK YOU

CAN DO

BETTER?

How many times have you played a game, only to think that you could have written a better one? Well, now's your chance to do just that - and you may become a national bestselling author!



JOIN THE RANKS OF ACTIVISION'S TOP DESIGNERS!

Dave Crane: Pitfall I and II, Decathlon, Ghostbusters, Frying Derby, Dragster, Laser Blast, Freeway, Grand Prix
Steve Cartwright: MegaMania, Flaque Attack, Bewaremying, Scramble, Frobitis
Carol Shuler: River Road, Happy Trail
Steve Kitchens: Space Shuttle
Garry Kitchens: Keystone Kapers, Pressure Cooker
Larry Miller: Enduro, Spider Fighter

Alan Miller: Tennis, Champions, Ice Hockey, StarMaster
Dave Rolfe: Scrambler
John van Ryzinc: HERO
Matthew Hubbard: Jerry Dolphin
Bob Whitehead: Boating, Slings, Stampede Chopper
Commodore, Sly Jinks, Private Eye
Tom Laughlin: The Greenhought Factor, Worm Whoopee
Mark Turvill: Top Score

Founded in October 1979 in California, Activision now distributes screen games in over fifty countries. Its five top games — Pitfall I and II, River Road, Space Shuttle and Namaste — have already been awarded the title of best game of 1984 by seven US magazines. 1983 had seen eight awards given — to The Activision Decathlon, Enduro, Keystone Kapers, Dolphin, Chariot, River Road and Pitfall!

Now you can join Activision's hall of fame. Just think up an original game — go on, you must often have thought you could do better than most of the games writers around! Just write to us with the details — the key game elements, what each screen looks like, and the gameplay involved.

If you are submitting a game program, say what machine it is intended for — and do give details on how to load! The program doesn't have to be fully coded, but must be accompanied by details of how it would operate on the machine.

Activision's UK representatives will look at each game sent in by TV Gamer's readers. And if it's good enough, it will be developed to join Activision's international hall of fame.

You've got some good tips from Terry Webb on the previous page! For even more, Activision will send you a booklet of tips on writing games if you write to Activision UK, TV Gamer Competition, 15 Harley House, Harelybears Road, London NW9!

The competition rules are below. Of course Activision will accept the confidentiality of all submissions. They will have the first option on each game idea/program for a period ending one month after the competition ends on 15 January 1985. Send your entry to: TV Gamer Activision Competition, 167/195 Oxford Street, London W1R 1AJ (don't forget to attach the declaration below). Winners will be notified before April 1985.

COMPETITION RULES

1. The game must be original, and not a variation of any other game, story or film.
 2. The game must not be submitted to any other magazine or software house before 28th February 1985.
 3. All entries received by the closing date, 15th January 1985, will be examined, the best entry or entries will be determined by representatives of Activision UK, and their decision will be final.
 4. It is the opinion of Activision UK, no game is of a sufficiently high standard for further development, there will be no winner of the competition. Activision will not proceed with any game.
 5. The programmer(s) will be notified by post.
 6. If you wish your entry to be returned, please enclose a stamped self-addressed envelope. Otherwise, entries which are unsuccessful in the competition will be destroyed.
 7. In the unlikely event that Activision UK is already developing a game similar to one sent in by a reader of TV Gamer, Activision will not be bound to make any payment to, or arrangement with, the reader.
8. All entries must be accompanied by the entry form cut from TV Gamer. Photocopies are not acceptable. Each entry must be accompanied by a self-addressed envelope. Each entry must be accompanied by a self-addressed envelope. Each entry must be accompanied by a self-addressed envelope.
 9. Whilst every care will be taken in connection with the competition, neither TV Gamer nor Activision can accept any responsibility for documents, cassettes or other material sent to them.

I agree to be bound by the above rules, and I confirm that I am over 18 (if under 18, a parent or guardian must sign on your behalf also).

Signed

Parent/guardian (if under 18)

Address

Postcode

SPECTRUM PRIZE DETAILS

Brother HL-029 (£300.00) A recent addition to the Brother range of printers, this combines all the speed and flexibility of dot-matrix printer with a down to earth price.

The printer will interface with the Spectrum via the Sinclair Interface 1 (also included in the prize), or with any other Spectrum printer interface system available.

The HL-029 will reproduce text quickly and neatly, so is ideal for word processing or program listing. Its pre-set card to the game is its ability to do a 64-line screen dump of your favourite games. Much faster and cheaper than the often fat or red world of screen photographs.

Prism Modern (£100.00) Once you link up your modem to your Spectrum and begin thumbing through the electronic pages of Prism and Microcom, you'll wonder how you ever managed to pass the time without it. There are literally thousands of screens full of information, which are beamed to you at high speed via the telephone line.

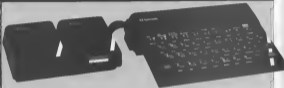
Challenge Research Sprint data recorder (£65.00) There are lots of different tape recorders on the market all claiming to be the best. There is really only one that is truly revolutionary and that is the Sprint. Why? The Sprint operates at four times the speed of a standard tape recorder. So you will be able to load games in a quarter of the time, which leaves you with more time to play and less time fiddling your thumb waiting for two or three minutes that seem like hours.

COMPLETION



SPECTRUM PRIZE DETAILS

COMPETITION



Sinclair Research Interface 1 (£30.00) This peripheral has two main functions. Firstly, it allows you to use a wide range of printers, including the one we offer. It also allows you to use the famous microdrives, which fit inside up to 1000 per drive - with an access time of seconds rather than minutes. It's essential because it plugs up the Spectrum at a more convenient angle for keyboarding.

Currah Microspeech (£30.00) How often do you cheat at your computer - half expecting to reply 'Well, thanks to the Currah Microspeech add-on, you can actually give the old Z8 the power of speech. There are already quite a few games on the market which take the speech, and enjoy more one at the podium.

Sinclair Research Spectrum Interface 2 (£30.00) Many games for the Spectrum are made almost unplayable due to the number of keys you need to press to make your computer do what you want it to. Thanks to Interface 2, you can connect a pair of pythons. So game playing is much easier and saves your keyboard from much wear and tear. Interface 2 also offers the user access to ROM cartridge software made by Sinclair.

Trajan Light pen (£14.00) With the aid of this accessory, you can create video worlds of art by just pointing on the screen. In addition to that, several games are being written to take advantage of this exciting peripheral.

Currah U-plot (£15.00) The handy U-plot hardware allows you to plug more than one peripheral in at a time (especially useful as part of the prize). Additional boards can be obtained so that all your peripherals can be plugged in once, and will never have to be re-investigated.

Atari Super Controller (£15.00) Atari's new top of the range model.



THE GAMER IN THE STREET

Ja Kearns and Darrin Williamson take to the streets to meet the gaming public. What's the most popular games system, game or software house? Who buys games and peripherals? And what do you think about the government's attempts to ban under-18s from the arcades? We've got the answers.

Rain is the middle of the month games and school holidays. TV Gamer decided to take on its readers in London with a special questionnaire aimed at the gaming public.

We started our first day in the computer games department of John Howe Motors in Tottenham Court Road, chosen to take in the afternoon to Video Palace in Oxford Street. We ended up in Palm City Software, Balldene Place.

The last part of the survey was concerned with computers and computer games. We started to be posted to discover their current usage.

held either a Commodore 64 or ZX Spectrum 48K, with less BBC B and Amstrad not far behind. Perhaps the other owners were concentrating in some other part of the 'Wain End'.

We went on to ask people whether they preferred cassette, cartridge or disk. Hardly anyone said they preferred cartridges, but those who did admitted that despite the extra loading they were too expensive for that pocket.

The several people who paid out for disks did so because they thought the fast loading and larger storage space made it worthwhile. One twenty-two year old who pay-

BASIC FACTS

Background to gamers interviewed

Average age	%
9-12 years old	14
13-15 years old	34
16-19 years old	20
20-23 years old	12
24-30 years old	12
30-36 years old	8

Systems owned	%
Commodore	24
Spectrum	22
Amstrad	14
Apple II	6
Others	24
No system	6

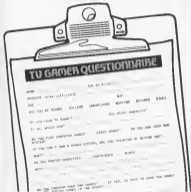
Figures total more than 100% because some people own more than one system.

Family and friends also use the system 76

Family and friends also buy games, books and peripherals 38

Method preferred	%
Cassettes	46
Disks	33
Cartridges	18

Programming knowledge 54



owned his first games for his children had to shed them because there was too much computer error.

It would seem that cassettes will remain the most popular for some time to come, mainly because they are cheaper and more available and so provide the easiest choice.

Everyone asked here asked what their favourite game was. All wanted in fact at least ten, they were currently on. Even reckless prying for

TOP FAVOURITES

Favourite games	
Jet Set Willy (Software)	3%
Pac-Man	3%
Sonic the Hedgehog	3%
Demolition Man (Adrenalin)	4%
Prok (Acadwork)	4%
Handbook (Creative)	4%
Summer Games (Epyx)	4%
Favourite software houses	
Miles	52%
Ultimate	14%
Imagine	
Ocean	
US Gold	4% each

the TV Observer surveys - No. 10 sorry, you can have only one! (Just as you'd be stuck for the rest of your life on a desert island with your own paper and just one game - we still had to come back to the question at the end of the questionnaire.)

The escapee was not too young: an Australian girl who told us with her hesitation that her favourite was a game called *Stakes* which had been invented by the computer class at her school back home. Surprised by no one particular game stood out from the others.

Games results were when we asked people if they had a favourite software house. The reasons people gave for their choices were as un-pretentious as what was available for their particular machine with quality of games, service, quite a few mentions. *Adventure* games were a bit heavier about the game's challenge offered by computer suppliers. This seems to be synonymous with education. More adventures were mentioned as their choice when buying a new game.

There were mixed feelings on educational games. The ten to 14-year age group weren't keen on the idea at all and almost recorded the infiltration of education into their world of tapes and discs. The older gamers were more receptive, saying

EDUCATIONAL GAMES

Percentage who have played educational games	5%
Do you find them fun?	
Yes	24
No	25
Saw it	6
Have you learned anything?	
Yes	16
No	32
Percentage who haven't played educational games	50
Do you think they might be fun?	
Yes	4
No	16
Saw it	32

that they found them fun. But again there was a mixed response to whether they actually learnt anything from them.

One fifteen-year-old boy who wanted to Video Palace received an offer that he had previously learnt a lot about the book *Home and Joint* from a tape on understanding Shakespeare. Somebody else said he had jumped through learning to type by using a word processor tape. In general there was support for the idea of educational games but many thought they needed to be improved.

The survey also showed that parents are certainly not selfish folk. The majority of you happily share your computer and games with friends and families. This is probably because of the need to talk to other people who are familiar with the gaming language and able to share the enthusiasm.

We would have thought that your own parents had a lot of these games and perhaps bought for them by parents but this was not necessarily the case. About half of the ten to thirteen-year-olds liked having to buy with their own pocket money.

It's good to hear that all the games owners questioned have an intention of trading in their machines to take up another machine. But they weren't too concerned about upgrading their present model unless only a handful were thinking about buying a new one. This would indicate that computer gaming is not so much a passing fad as an add-on to the traditional cooking, household or washing machines. Food waste was sent to the bin and one even took their bike.

A different attitude appeared from our questions on arcade frequency. Most to arcades by computer games were on the whole a thing of the past except for the odd visit to try a new game. And the six arcades confessed to having once played them to excess so the appeal was now negligible. Amongst the younger age group who still held attitudes of last time a week, there was some resistance to paying the increased 50p coin rate unless they were "really" good.

Even so, whether our interviewees went to arcades or not, nearly every body disagreed with government plans to ban games under sixteen. The opinion was not divided just to the under-teenagers. Freedom of choice and the individual's right to waste their money was widely agreed with all ages.

A few people felt that if approved, you was approved, the issue of a ban shouldn't be necessary. As one group of teenagers put it "It's already the under-teenagers who want to visit arcades anyway. Those in agreement with the ban said the possibility of housing arcades and one

ARCADES AND ONE-ARMED BANDITS

Frequency of visits to arcades	3%
never	34
each week	26
each month	23
2-3 times a year	20
only on holidays	22
Percentage who play one-armed bandits	
more often	2
as often	8
less often	22
never	45
Should enforcement by random order 10p from arcades?	
Yes	14
No	62
Indifferent	24
Had all those who agreed with the move to ban under 16s their arcade(s) would change their main(s) of games machine(s) were approached from one-armed bandits, even in the US	

played bandits separately would raise their counter changed their opinion.

One of the reasons for the ban is the fear that youngsters might be attracted. But when the question of being approached or attracted in an arcade was raised, apart from being persuaded by someone there was only one case of a sixteen-year-old boy having been offered drugs. The same boy had also been offered the sale of a computer (of all things) so that someone could have extra money by playing the arcade. Few people too spoke to us that they made a habit of staying late at an arcade or visited them alone. Perhaps this accounts for the comparatively good report.

Finally, if there's anything you feel strongly about in this report do write in. It would be interesting to see if TV Game's readers already visit the games in the street. □

Jo Krause

ARCADES AND MOLESTATION

How late do you play in the arcade?	5%
up to 1pm	38
6-8pm	32
9-11pm	8
12am+	6
Are you accompanied?	
Always	13
Sometimes	48
Never	16
One reason for trying to ban under-16s from arcades is the fear that might be molested. Has this ever happened to you?	
Yes	6
No	70
In each case if a gamer was approached in an arcade, if you someone looking for a mate?	

HEARD ABOUT THE COMPUTER **MEGA-MAG?**



There's only one Big K.
A computer mega-mag that gives
it to you straight. No fluff. No waffle.
No blurb. No unnecessary rubbish. Just
the facts, straight, humorous, critical.
Take this month for example.
Bursting with news, reviews,
features and programs.



It's out now. The November issue of
Big K, including: STRONTIUM DOG and
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VIDEO DISEASES (how to cure them),
SID THE COMMODORE SOUNDCHIP
(how to do it), PULS! a host of games programs
for ORIC, ELECTRON, SPECTRUM,
COMMODORE 64, and BBC
**GET YOUR MITT ON THE COMPUTER
MEGA-MAG FOR JUST 85 PENCE.**

THE ARCADE SCENE



Some games, it just isn't possible to play them at home. Like *The Incredible Hulk Game*, which is a classic example of a game that can only be played in the arcade. It's a fun, fast-paced game that's perfect for a quick session.

It's a fun, fast-paced game that's perfect for a quick session. The game is played on a large screen and features a variety of levels and challenges. The graphics are high quality and the sound effects are excellent. The game is a great example of a game that can only be played in the arcade.

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If you want to play the *The Incredible Hulk Game*, you'll need to find an arcade. The game is a classic example of a game that can only be played in the arcade. It's a fun, fast-paced game that's perfect for a quick session.

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How the level of *Flash Network* has improved since it was first introduced into arcades is a testament to the fact that people are willing to pay for a game that's worth the money. The game is a classic example of a game that can only be played in the arcade.

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THE FOREST OF DOOM



John Griffiths scrutinises Puffin's first adventure: The Forest of Doom.

"**Y**ou are an outlaw being wanted by five tyrants who northern barons invade your kingdom. Having squandered the riches of villages like you now wander the lands in search of wealth and glory.

Not only during the last ten days since returned the northern barons demands have you set eyes on an other person. This does not mean you at all as you are happy with your own company and enjoy the slow quiet days hunting elms and stags.

These wet stone lands invaded by sword and lightning bring - getting trails and even dragons. As the flame of your camp fire burns you get full sleep images of actors ring green faced folk barbarians through your mind. Suddenly as the flames in your tent you hear the loud thump of a tree breaking under a heavy load. You leap up and grab this sword from the ground. You stand cautious but alert ready to leap on your adversary. Then you hear a groan followed by a dull thud of a body falling to the ground. Is it a trap?

You will be led out by journey and into the Forest of Doom. What you have just been reading is an extract from a brand new game in the form of a new genre from a totally new software company. Puffin has brought you virtually every look, word and sound known. Now it has decided that there is room for expansion and has taken the big if not real step into the world of computer games.

Puffin, unlike some new companies I could mention has moved away from the notorious introduction of its age. Its new genre are fantasy role playing adventures.

These games do resemble your basic adventure of course. You will have the feature of search chests and collect. But there are a few added twists. It is said that you have dragons or at least heard of dragons and dragons (D and E is short). This is the same with magic, skill, tree strength and most important else if you cut the web of an old old fashioned quest, plus computer graphics and sound, you'll have wonders of what is in talking about.

The opening screen is more than beautiful. It portrays a large lake, some trees, some on the right with a brown path leading into a dark line of trees forming a wood. Above the trees reads the name of the castle. And to cheer you up a glowing shield sits on a tree stump to the left of the picture.

The next screen is a graphical representation of your character. You'll find you can rotate it, you'll find you can walk into the sea or forest if it suits. The last is the system of identifying things. There are five icons of different things. There are five icons of different things. There are five icons of different things. There are five icons of different things. There are five icons of different things.

At the top left you have a full screen and last James Puffin has how much you have of each and some gold. This is a fully realised the space bar - the main control to the game. On the right appear and see numbers 0-9. When they stop their action is placed in the three boxes. This puts in your name or password for a better start. The computer will tell you the exact location of the castle depending on your score at the end of the first adventure. The maximum there is 1000 and still a level 1 but for players in a nearby town.

Now you are almost ready for your adventure. But here I must recommend the story.

After the title follows the actual you look behind the bush in and a little old man with a bushy beard. He is equipped in pine and has several pieces tipped swords in his gloves. You cover his with your sleeping blanket and manage to understand his croaking speech.

The same is being and he will be a story about Galbran, great king of the Alliance Stone-bridge. Wise beyond his years and a wizard.



SPECIFICATION

Name:	Forest of Doom
Machine:	Commodore 64
Supplier:	Puffin Personal Computer Collection
Price:	£5.50 (£7.50 with box)
Rating:	
Graphics	5
Sound	4
Concept	3.5

It is a very simple game with a very simple interface. It is a very simple game with a very simple interface. It is a very simple game with a very simple interface. It is a very simple game with a very simple interface.

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THE FOREST OF DOOM

I haven't solved the game totally. But I have done so well everywhere possible so far and I have found every bit I can except one. That last is the one that eludes me.

For the light sequences, the life and food scores increase. This hits the character sheet, displays several times in the top left and right hand corners the just score and your opponents score. Then it shows both your status and health followed by skills and luck. The numbers you left don't need luck.

In the center of the screen is a large rectangle with a pointer. I type directly on the whole these are very good and accurate for the most part in the game. My first major error was on the action the character (Walden) did—his health and the weapon.

—I hit 1-1-10. This is a space for your dice to roll (press space). Beautifully, the number on your dice leaves it visible (uncovered). The same happens with your hp (press) and the highest score with the round. Each round the 1-1-10 of the three is produced by two random events. There are two low scores and one die.

Below the 1-1-10 is a score showing the reduction in movement of both players. First, below this appears some extra on after hit 1-1-10, and whether your status were affected. While following you can receive by pressing B—this is a low score (two dice) for the remainder. On press it is back to a low score (two dice) for the 1-1-10.

HINTS AND TIPS

- The map shows a land prepared at the middle by a river and dominated at the top by Blackwood forest. After left you face an open meadow or west if you go east and 30 to the north-west you will have found a route full of monsters, broken and a winding stream. This path has more than any other. You will find wastes with woods, ponds, water, a small mountain, open area with only bushes, just a square of water and trees. Before you arrive the water's edge.

By the way, when you are there I hope you'll be able to borrow the map or add it to your map. You can't seem to do the latter. I'm not sure what's going wrong.

- If you are lost, press F to see a bit. You will become lost if you move. To see it is only four leading to the river. You will find some water and some trees. No more than you. I'm sure you will help you on your past status. The map is a good one. I would recommend the map game for

please to see
 (continued on page 30)
 for updates.

through a forest (find your slot or below shown)
 May 1-1-10, and have some room for items to pick up on your way.

- There are a lot of holes in this game and many holes. Make sure you are always in all three categories and be an adventurer, as possible. Then can be overcome and it usually helps an item (or item) that may help you get out of there. These add an extra point or two to your skill and fighting and are extremely useful.

- (New) rules towards the bottom of the map are done with some old (I help) probably also—especially small items (items).

The bottom half of the map houses the first station, while the top half has the other three. The second is not for the 1-1-10 (a roll could be used here). The fourth is at the base of the hill. By the way, do you believe in green and grass?



- My general tip is when you are given the chance try to start a conversation instead of drawing your sword. Search places as much as possible. And don't waste through money—you will lose all your food or be attacked.

On the whole the game is a satisfying difference from others. With explicit music and good graphics. But it isn't perfect. Options make the game a bit limited if slightly easier. And sometimes the computer decides your move with a constant like. You see a mysterious path but decide to continue north. So you are constantly forced north and will miss a lot if you don't go water east or west at the very beginning.

There are a few bugs plus a few weird events. At times I have had no money but had to pay someone. I offered my existing money and the computer accepted it. An other time I tried like—and suddenly died for no reason. There are a few mistakes in the text with words misspelled and some writing isn't too clear. Being was delicious—he then set up and spoke to his son. I thought being was a great rat's contribution.

The game leads to blocks throughout the play. This is a good idea but a little only if your type deck refuses to load one part the whole adventure is crowded. This happened to me when I arrived at Stonebridge with only three minutes. ☐

STAR WARS

like a little window at the world that Wario has... well, depends on what level you are playing. You may (you will!) be the master or fly over the surface.

Wave one When you start the game, three ice fighters are flying to ward you. Two fly diagonally and one straight at you — you should be able to shoot two of these.

After you have dived to the surface you can straight into the trench. Along the sides of the trench walls are two suspect red and green squares. The red ones are quiet — like the ice fighters they get invisible. These should be shot as soon as they come into view if not you will find about six invisible corners at you. The green squares are barriers and are no danger. They act as a warning if

when you are about to crash up to the surface part.

As you approach the part, Exhaust Port Ahead flashes on the screen under the shield containing exhaust. Yaboo! You're all clear but come the blast from Han Solo. When you get to the part place the cursor over it and fire repeatedly. If you hit it your fighter is buried into space and the death star will explode. If you miss you crash through the wall behind the part. This results in the loss of a deflector shield. Exhaust Port Manual flashes on screen and you must fly through the trench again.

Wave two starts with three ice fighters coming straight at you. All of them will fire if you let them get close enough, but you should be able to shoot all of them if you act fast.

You may hear Darth Vader say a few words like: Stay up, attack force, stay on line, on the border. If possible you should see him very soon after words. Unlike the other ice fighters, Darth Vader's cannot be destroyed (instead he will get into space

Darth Vader is worth more points than the other two 2,000 points).

Darth Vader tends to fly in a zig-zag pattern rather than in a circle or a straight line like the other fighters. He should be shot as soon as you see him.

After you have dived to the surface you encounter darkness. There are red ice crystals with the top cut out. They shoot fireballs at you and should be shot as soon as they are in range. A bubble will blow up in several directions when shot like a ball in Billiards.

As you near the end of the bubble your fighter will flip round and create the trench. The trench is different from the first one. There are crystals across it. Crystals cannot be destroyed. You may be able to crash through two crystals and lose only one shield, but it is better to avoid them. In some few crystals are squares and pose no real problem.

In the trench the red squares fire crystals or no crystals. From now to now in all the trenches Obi Wan Kenobi will say: Use the force Luke or let's go Luke. When to down Use the force will flash on screen. As you reach the end of the trench these things will warn you:

- The zig-zag rows of green crystals appear along the trench wall.
- Exhaust Port Ahead flashes on screen.
- Darth Vader says: The force is strong in this one. The exhaust port is hot in the same way as in Wave 1/2.

Wave three begins as if wave one with three fighters coming at you and two of them wanting to crash. It is likely you will see good old Darth Vader very soon. After diving

The blue eyes behind probably means some version of Star Wars.

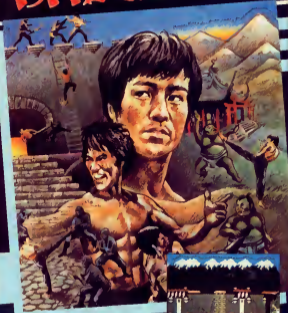


Like an advanced version of commando play, the blue crystals make the character look. You will find pieces from the Master computer. For example after hitting the exhaust port. Like Skywalker says: The red ice is dangerous. It causes heat. Darth Vader commands the ship to stay in attack formation.

EVIL



BRUCE LEE



How can Bruce Lee fight his way through electric beams, Ninja and Yama, and other monsters? Darius Mahbauby and Surjit Patel show the way — and how to achieve riches and immortality into the bargain.

Brave *Juud* subbotek game console comes in people packaging with a colourful and lively instruction card only. Not surprisingly this was done by one of the great Asian programmers — Ron J Forster who wrote *Juudok* for the Atari home computer range.

When loading Bruce Lee on the Atari 520 you may have to take a life size man based on this fourth slot. Some versions show a title display of a few words after the title music of loading. The disk version has a picture of Bruce Lee's face and plays music.

There are four variations in the game:

- One player vs computer — you are Bruce Lee and you play against the computer's green Yama. You get five lives.
- One player vs opponent — you are Bruce Lee who plays against Yama controlled by a second player. You get ten lives.
- Two players vs computer — you are Bruce Lee and you lose your character life then the second player becomes Bruce Lee and a life is lost. You play against the computer's Yama and get ten lives.
- Two players vs opponent — you take turns in being Bruce and Yama in the mode. You receive ten lives.

The scoring system of Bruce Lee is as follows:

Lives	125 pts.
Chopping opponent	100 pts.
Kicking opponent	75 pts.
Destroying room	2,000 pts.
Knocking out Yama	420 pts.
Knocking out Ninja	300 pts.
Destroying wizard	3,000 pts.
Leaving an opponent	50 pts.
Score life at 40-500 pts and others every 2,000.	

The game is set in ancient Japan at Mount Fuji. As Bruce Lee you must penetrate the evil wizard's twenty deadly chambers. These are filled with traps. *T'ung* Liu battles electrical charges. Spring acrobats, pan lights and poison spikes. You also have Ninja and Yama to contend with.

Yama is very fat (see name) so you can (probably) hit chest Bruce Lee around the screen and deliver flying kicks and karate punches. You will have to kick him three times or punch him six times to knock him out.

Ninja who is dressed in black also chases Bruce Lee around the screen like instead of kicking and punching

his attacks. Bruce Lee with a double arsenal of weapons. To knock out Ninja you must punch him four times or kick him twice.

You must also look forward. The actual aim of the game is to kill him and claim his precious wealth.

To get ten rooms to reach you must collect all the lanterns in each room you enter. There are twenty lanterns in the game. Each lantern is worth 128 points.

Before describing each room to you, here's some advice about the main character in Bruce Lee.

T'ung Liu lantern can be used to your advantage as well as being the source of your death.

These invisible things appear at these points. But when you run over them they grow quickly killing any one on the spot or at a half container radius. But their not the great fast for only half a second.

There are no real techniques for avoiding the trap but there are some helpful hints. If you are on one side of the tree and Yama or Ninja on the other don't try to kick them. Wait until they run to you and the tree do appear then you may pass.

Also as soon as you run across a tree start your run back straight away. Trees appear at rooms 9, 11, 12, 13, 14 and 15 Room 9 is probably the most lethal.

Flying monsters are easy to dodge. They appear at rooms 7 and 16. Again there are no special tactics — but as soon as they pass your feet jump or walk off the edge.

Flying electrical charges to cause skill to dodge especially the double cave.

There are the second main computer traps. You come across them between the entrance hall and last quarters rooms 4, 5, 6 and 8. There is one logical way of mastering these hazardous traps. As soon as they pass your feet go forward jump or drop down. That's that.

Pan lights are the small dots which crawl along the floor. It disappears in which corner you are but only while they are nearby.

These require more skill to dodge the best way is to develop jumping patterns. The pan lights travel in pairs along the striped floor occurring at rooms 6, 8, 15 and 18.

White poison spikes are easy to dodge and kill you only if you make

SPECIFICATION

- Name: Bruce Lee
 Supplier: US Gold
 (Datasoft)
 Price: £14.95 disc,
 £9.95 cassette
 Machine: Atari HCS -
 32k; Commodore 64
 (Joystick needed)
 Rating: Value 4.5
 Graphics 4.5
 Sound 3
 Gameplay 4.5

avoiding the invisible trap. If you have a joystick you can't jump but you can't punch. So you'll have to fight the monsters only when they are visible.

Room one. Called the empty level. (Landscape: 100%) and a quarter of the way in the room and don't hit Ninja. If you do you'll die again. Only by not hitting Yama down and back to the wall can you finish. Don't try to hit him in the first cave.

Room two. You will almost certainly die if you do not jump over the trees. You will appear in the middle of the empty level. For a jump over the tree with a jump. There are no jumping in the early stages — only later, later, later and beyond.

Collect the two lanterns. Make sure you do not hit Yama and Ninja if they are there. Check the pan lights and a flying monster. Use the Grid for the end of the room. You're out.

Room three. You get half of the life. Follow the grid you are on the left edge. The jump over the middle of the two large trees. You can see the platform and you can't go down the central platform. Start the two jumps up to the first ledge and keep to get to the second ledge and keep to get to the third ledge and the lantern.

You will not get right. That's what Ninja will see probably. He will kill you. So to jump, you'll have to go up the platform and you can't get the lantern. You should be at a certain distance when you jump there. Use an invisible umbrella and collect the lantern. You will be in the middle of the room.

Go to the wall, jump to the top and moving downwards. If you are right at the bottom should you be open. Go through it.

Room four. You will almost certainly die if you do not jump. You will have to jump and quickly go to the right and avoid the trap.

Start up Ninja and a flying monster. Kick the other large white jumping blocks to the right. Ninja will be standing waiting until the bridge and a flying monster will kill you from the right side and then he'll kill you.

fall against the extreme left wall through the hole.

Scene ten is a repetition of scene five—Let you run straight through here to go back to scene two. Go to the parade floor and go through the hatch at the top. If you stop before you you can get the two lamps. When you do go through the top you will instantly arrive two.

Scene eleven, Scene eleven consists of a view that just keep into the right hand side and continue to support levels.

Scene twelve, This scene repeats scene five. You will notice that the second trap is now situated a little. Go down to the floor and keep a grip to the right under the sign—this is the first.

Scene thirteen, This represents the life rules. Here you must climb on the top of the ladder immediately above you and to get the wall. This is the old-fashioned ladder. Here you must get an old-fashioned.

Get to the edge. As soon as a ladder appears jump and keep on going. After the sky comes to the top and the gap. Do not worry if a wheel is the second ladder. If this and get the two ladders. If back to the ground will jump.

Scene fourteen, You will find the two-way for the flying. Different large, then jump to the wall and get on the top of the ladder.

To get to the top level, you will find that the trap will jump into a hole in the floor. You will find a trap in the floor. You will find a trap in the floor. You will find a trap in the floor.

Get to the top level, you will find that the trap will jump into a hole in the floor. You will find a trap in the floor. You will find a trap in the floor.

Scene fifteen depicts the various levels of the building. You will find that the trap will jump into a hole in the floor. You will find a trap in the floor. You will find a trap in the floor.

Scene sixteen, You will find that the trap will jump into a hole in the floor. You will find a trap in the floor. You will find a trap in the floor.

Scene seventeen, You will find that the trap will jump into a hole in the floor. You will find a trap in the floor. You will find a trap in the floor.

To climb the spiral stairs, keep walking past the hole at the top. When you reach the top, take the new trap.

Scene eighteen, You start to climb on the top floor. First fall into the trap. Then jump across the top on the right side and collect the two lamps at the top. This will bring you



you to the top level. You will find that the trap will jump into a hole in the floor. You will find a trap in the floor. You will find a trap in the floor.

Get to the top level, you will find that the trap will jump into a hole in the floor. You will find a trap in the floor. You will find a trap in the floor.

Scene nineteen, In this scene you will find that the trap will jump into a hole in the floor. You will find a trap in the floor. You will find a trap in the floor.

Get to the top level, you will find that the trap will jump into a hole in the floor. You will find a trap in the floor. You will find a trap in the floor.

Scene twenty, You will find that the trap will jump into a hole in the floor. You will find a trap in the floor. You will find a trap in the floor.

To climb the spiral stairs, keep walking past the hole at the top. When you reach the top, take the new trap.

Scene twenty-one, You will find that the trap will jump into a hole in the floor. You will find a trap in the floor. You will find a trap in the floor.

Get to the top level, you will find that the trap will jump into a hole in the floor. You will find a trap in the floor. You will find a trap in the floor.

Scene twenty-two, This is also a deadly room. You appear on the top

of the left wall. You will find that the trap will jump into a hole in the floor. You will find a trap in the floor. You will find a trap in the floor.

Get to the top level, you will find that the trap will jump into a hole in the floor. You will find a trap in the floor. You will find a trap in the floor.

Scene twenty-three, You will find that the trap will jump into a hole in the floor. You will find a trap in the floor. You will find a trap in the floor.

To climb the spiral stairs, keep walking past the hole at the top. When you reach the top, take the new trap.

Scene twenty-four, You will find that the trap will jump into a hole in the floor. You will find a trap in the floor. You will find a trap in the floor.

Get to the top level, you will find that the trap will jump into a hole in the floor. You will find a trap in the floor. You will find a trap in the floor.

Scene twenty-five, This is a deadly room. You appear on the top of the left wall. You will find that the trap will jump into a hole in the floor. You will find a trap in the floor. You will find a trap in the floor.

HEROES INC.

By Tim Quinn
and Dicky Howett

The GAME so far:
Due to a slight
military blunder,
358 members of
HEROES INC. have
just blown them-
selves to kingdom
come. Now the TWO
remaining HEROES
assess the
situation.



IT'S NOT SO HARD TO DO.

YOU MEAN BLow THE TWO OF US UP AND GET ALL THE EXPLODING MASTERS TO PROTECT THE WORLD, ALL?



NO! IT'S NOT THAT, TELEVISION. I MEAN JUST THE TWO OF US BECAUSE YOU ARE THE ALL-TIME FAVORITE FOR THE GOOD HEROES!

HOW IS THIS GOING... WE WERE A VERY GOOD OVER THE HEADS OF THE SUPER BOMB AND LOTS OF GREAT BLOW-UPERS TOO!



NOT DID YOU ABOUT THIS ONE!

Suddenly...

WHEN IT CAME TO THE BOMB, HE DID A BOMB - SOMETHING WE'D BLow SINCE HE SHOULD BE A COMPUTER CONTROL!



HEY! WHAT'S GOING ON?

JUST BECAUSE YOU ACT NATURALLY WE'RE FROM CHANNEL 4 BECAUSE A LITTLE OF YOU IS PART OF OUR 'PRIORITY GROUP' GROUP!



AS THERE ARE ONLY TWO OF YOU LEFT NOW YOU'RE BECOME A PRIORITY GROUP!

THERE'S A LOT OF US ABOUT!



JUST ACT NATURALLY - JUST AS IF WE HADN'T BEEN BLOWN UP IN THE WAY OF YOUR ACTION!

WELL... OKAY... I'M BETTER GET DOWN TO BUSINESS. I'VE AN IDEA HOW TO DEFEAT THE PRO-MEN...



AND...

AS YOU KNOW, THE PRO-MEN'S APPETITE FOR ELECTRONIC GUNDS IS BECOMING HUNGER AND THEY'RE LEAVING THEM HUNGRY!

ANDREW PRO-MEN SCREAMING!



DO IT IT
ELECTRON!
YOU'VE GOT THE
OPERATING
DETAILS IN
THE INSTRUCTION
MANUAL!

THE 22 OTHER
PROBING
ELECTRONIC
BOARD



WELCOME TO THE PANEL
2. Gently re-load
about 10 times
before running
the program
from your
tape to
flow to
control
device
10. Also
check
status



WOW! A 200
Dollars
you get
AND
many
more
with
this
panel
AND
MORE!



THAT'S STRANGE... SOMEBODY
MISPLACED. PERHAPS
I NEEDED SOME THING
IN THE INSTRUCTIONS
SEE, WHAT'S THIS IN
SMALL PRINT
AT THE BOTTOM
OF THE PAGE?

CLICK!
CLICK!
CLICK!



ATTENTION
NOT INCLUDED!
ON ME



WOW!
WOW!
WOW!



SO
HELP! WHAT HAPPENED?
DID MY ELECTRONIC
GEM GO AWAY OUT THE
PROBING'S HOLE? AND LEAVE
FOR HARBORING?

I FOUND
HE ATE IT!



HE'S LEFT AS PRETTY
ARMLESS THOUGH!

GLOOP!



SOOY TOUGH A BONE, CARLTON! BUT
THE LIGHT'S GREEN. I THINK
WE'LL HAVE TO LEAVE IT THERE
FOR NOW AND SEE - SURE!
THE LAST COULD BE A
BIG THING IN THE
MORNING!

Next: SELINA SCOTT
on a 4-page!

FENGER

Machine: BBC B
 Supplier: Penguin
 Price: £6.95

Typical of: skill

The program loads on three parts without trouble. Pressing any key produces a screen partially filled with blocks of one, three or five (see text) Fenegers. Fenegers have three lives and a Welsh-daddy word program.

The object of the game is for Fenegers to push the three randomly placed blocks into blocks (pre-fen Feners) and hit way through the rest of the one blocks (ie providing BULLFISH) if they are creating an obstruction. Or he can shift the m into an available space.

Missing that more than a gentle alternative work for me, plus there are the tedious, friendly sound. Also like, largely, two of them: episodes on display into Fenegers who have two different. There are neither left nor work, and the more extreme record of guidance as the block over the adjoining party.

There are action for the team, and gives you a better to go on with the work. But more games appear as Fenegers lose access to the eye on Fenegers. The number of scores are based on you because more blocked.

Fenger is scored by the usual keys 1, 2, 3 and.

There's nothing like this type of game, but I found it quite a challenge. My interest was aroused by the fairly quick nature of the game, and by the absolutely superb 3-D dimensions of Fenegers' world.

It's a fairly tedious, hard, back and forth, so that every movement by makes opposite (ie to life). His last death (three are taken) the program must be written for I use female gender because could respect (female Fenegers would never give up the quest with her legs in the air) quite like our interest.

Francis Duffin

Value: 3.5
 Graphics: 4
 Sound: 3
 Gameplay: 4



November GAME REVIEWS



TV Gamer's review panel
 taken an honest look at
 the bewildering choice
 of computer and
 dedicated-machine
 games flooding the
 shops.
 We recommend what to
 buy - or avoid! Above
 all, enjoy your game.

**JUNGLE JIVE**

Machine: BBC B / Electron
 Supplier: Virgin Games
 Price: £6.95

Typical of: skill

Walking through the jungle, you must avoid the animals that you can't shoot. Looking around, you will see that you are surrounded by blue balloons, just elephants and red shoes (and pandas).

The point of the game is to shoot all the animals. Not you must beware of shooting the balloons. They must survive, but they will cause a much harder way if you aimed. You can travel only up and down the centre of the screen, shooting to your left and right as you go.

I found the Electron version almost

impossible to play, but the BBC version is better. This is an original game, but after a couple of plays I found it tiresome as it is so easy. The thing of buying this game for your Electron, be warned, there are better games around.

Chris Blatch

Machine: BBC
 Value: 3
 Graphics: 3
 Sound: 2
 Gameplay: 2

**DEVIL BIRD**

Machine: Commodore Mk II (Base 1 or 2)
 Supplier: CGL Software
 Price: £5.95

Typical of: skill
 Devil Bird can be described only as a simple variation of the arcade game Pac-Man. I wouldn't consider it to be a variation.

One kind stopped (vertical) comes down at a time for you to shoot with your laser cannon. The reactions from the keyboard to you seem very quick, but it's not easy to dodge the invaders, but because it's so fast. After a while, you can learn to watch out for their fire and it no longer a problem.

The graphics are quite acceptable, and the soundtrack is better (good). But your cannon is small, I prefer a shotgun.

The overall concept is good. Unfortunately, with invaders coming down one at a time, it becomes too easy after a while.

Devil Bird is a nice game to play and I expect many people will get a lot of enjoyment from it. It's not my cup of tea, but if you like shoot 'em ups, then you may like this.

Paul Bennett

Value: 3
 Graphics: 3
 Sound: 2
 Gameplay: 4

DEVIL BIRD



MR. BOUNCER

Machine: EBC 3 (synthesizerless)

Supplier: Mirosoft

Price: \$9.95

Type-of game: skill

If it played very few original games since I bought my Atari, but *Mr. Bouncer* is likely to change all that. Like Mirosoft's previous hit *Clear the Air*, this one is a truly original and addictive, possessing all the speed and excitement of an arcade game.

Get in the lead of the Mr. Men; you play the part of Roger. He speaks a character, Mr. Bounce. His task is to keep away from helping all his friends. There are four different screens, each with eight levels of play. They increase in difficulty and require different tactics and approaches to successfully complete them.

Screen one features Mr. Tall, who can't reach his glasses and so Mr. Bounce catches them by landing on them just in time.

Screen two shows Mr. Lazy who is too idle to finish building his house. If you can lead Mr. Bounce far from the door, you can knock them away.

Screen three has Mr. Bump who is too frustrated to stop any more fruit all the time. Help Mr. Bounce jump up and catch the fruit—and it doesn't catch. You see, once fruit moves beneath Bounce, he only jumps if you think you've caught some. It moves off to another part of the tree.

Screen four is a sunny day. In fact it's so hot that poor old Mr. Snow is melting. Help Mr. Bounce reach those clouds so he can steal Mr. Snow from the heat.

Of course, in a game as good as this, there are hazards to a child. They include their parents, siblings,

and the levels, each level bringing added hazards and faster play.

The graphics are beautifully detailed and the sound is also good. The gameplay is terrific, especially in the later stages. There are a few safe spots, and once these are found things get a lot easier.

Overall, *Mr. Bouncer* is an excellent addition to your list that should keep you amused for many hours.

Michael Bayne

Value: 4
 Gameplay: 5
 Sound: 4
 Gameplay: 4.5

There are also some nice humorous touches. For instance, if you go near Mr. Lazy when he is asleep, he'll get up with a rather annoyed look. If you leave him alone he'll go back to sleep again.

Sound is a bit sparse apart from a few little bells that introduce a very quiet.

I know many battle-hardened veteran players might say that it looks simple and overly kid's stuff. But believe me, from the second level onwards the action really starts to heat up. It is so tough that a separate seven-level practice program has also been included for the benefit of unacquainted parents.

Good value for the H&H Software and Mirosoft for providing a game that's fun, addictive, and should appeal to every member of the family.

Wesley Anglin

Value: 4.5
 Gameplay: 4
 Sound: 3.5
 Gameplay: 4

☆☆☆☆☆☆

POSTY PIGEON

Machine: Commodore 64

Supplier: Gowling/Chapman

Price: \$7.95

Type-of game: skill

Posty Pigeon is the latest game of software from Tony Gowling and is, as usual, a stunner.

The aim of the game is to fly Percy the pigeon over a beautifully scrolling landscape, as you zoom wide, collecting things for his nest. These require to be in the middle of the road, and must be collected quickly—while avoiding cars that move in both directions.

With a wing safely in his back, Percy must take a look to his vent—taking care not to collide with the incoming packages. Now, however, he has his prize.

Contact with the cars or anything else will mean the loss of one of the three lives—so watch like a hawked at 10,000 points.

The hazards include planes, cars, vehicles and pedons. Bonus points can be obtained by eating 30 carrots or blowing up the car by swatting an ant with a stick. There

are ten levels, each level bringing added hazards and faster play.

The graphics are beautifully detailed and the sound is also good. The gameplay is terrific, especially in the later stages. There are a few safe spots, and once these are found things get a lot easier.

Overall, *Posty Pigeon* is an excellent addition to your list that should keep you amused for many hours.

Michael Bayne

Value: 4
 Gameplay: 4.5
 Sound: 4
 Gameplay: 4.5



☆☆☆☆☆☆

FLAK

Machine: Commodore 64

Supplier: Fanta

Price: £14.95 (including postage)

Type of game: shoot 'em up
 Despite its title, *Flak* is also a good freerunning game. It's a 2D, side-view, shoot 'em up game. The pig character is the main character, and the main objective is to shoot up most of the enemies that fly in from the sky. The pig character is the main character, and the main objective is to shoot up most of the enemies that fly in from the sky. The pig character is the main character, and the main objective is to shoot up most of the enemies that fly in from the sky.

The aim of the game is to fly Percy the pigeon over a beautifully scrolling landscape, as you zoom wide, collecting things for his nest. These require to be in the middle of the road, and must be collected quickly—while avoiding cars that move in both directions.

With a wing safely in his back, Percy must take a look to his vent—taking care not to collide with the incoming packages. Now, however, he has his prize.

Contact with the cars or anything else will mean the loss of one of the three lives—so watch like a hawked at 10,000 points.

The hazards include planes, cars, vehicles and pedons. Bonus points can be obtained by eating 30 carrots or blowing up the car by swatting an ant with a stick. There

JF Chapman

Value: 4
 Gameplay: 3
 Sound: 3
 Gameplay: 4

BLUE THUNDER

Machine: Commodore 64 (4.9 million)
Supplier: Visions/Software Factors
Price: £2.95

Type of game: combat/air
In *Blue Thunder* (your mission is to destroy) you're a pilot in a helicopter, flying through a variety of levels in a series of action-packed sequences beginning in Fulton Naval style with the helicopter being loaded in the rear. It's like a slot machine, and you're a slot machine.

After you're loading the game starts from left to right. Hitting an object is achieved by moving your craft around to face the front. Speed is increased by heavily pressing the direction controller in the direction of motion.

The first part of the clouds, but the rest is up to ordinary clouds. You are in the middle of a mission, and you're a pilot. It's a bit of a puzzle, and you're a pilot. It's a bit of a puzzle, and you're a pilot.

It's a bit of a puzzle, and you're a pilot. It's a bit of a puzzle, and you're a pilot. It's a bit of a puzzle, and you're a pilot. It's a bit of a puzzle, and you're a pilot. It's a bit of a puzzle, and you're a pilot. It's a bit of a puzzle, and you're a pilot.

As a second level, you're a pilot. It's a bit of a puzzle, and you're a pilot. It's a bit of a puzzle, and you're a pilot. It's a bit of a puzzle, and you're a pilot. It's a bit of a puzzle, and you're a pilot. It's a bit of a puzzle, and you're a pilot.

The way it works is you're a pilot. It's a bit of a puzzle, and you're a pilot. It's a bit of a puzzle, and you're a pilot. It's a bit of a puzzle, and you're a pilot. It's a bit of a puzzle, and you're a pilot. It's a bit of a puzzle, and you're a pilot.



November GAME REVIEWS



expanding to the opposite. First, it's a bit of a puzzle, and you're a pilot. It's a bit of a puzzle, and you're a pilot. It's a bit of a puzzle, and you're a pilot. It's a bit of a puzzle, and you're a pilot.

Now the screen automatically changes to a direction of pistol shooting. You must return to base to subtly deposit your credits, no more than a score of 100,000. You must return to base to subtly deposit your credits, no more than a score of 100,000. You must return to base to subtly deposit your credits, no more than a score of 100,000.

If your fuel supply becomes severely depleted, a warning area is sounded. An alarm will ring, and you'll be notified. An alarm will ring, and you'll be notified. An alarm will ring, and you'll be notified.

Though its purpose is the same as before, the pistol speed and frequency of rotation have increased. You must dodge several jet fighters. The same way it's a bit of a puzzle, and you're a pilot. It's a bit of a puzzle, and you're a pilot.

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Value: 4
Graphics: 3
Sound: 3
Compatibility: 4.5

Fareeq Agha

DARE-DEVIL DENNIS D

Machine: Commodore 64 (4.9 million)
Supplier: Visions/Software Factors
Price: £2.95

Type of game: skill
For *Dennis D* has been fired from the BBC. And the game, which is a bit of a puzzle, and you're a pilot. It's a bit of a puzzle, and you're a pilot.

It's a bit of a puzzle, and you're a pilot. It's a bit of a puzzle, and you're a pilot. It's a bit of a puzzle, and you're a pilot. It's a bit of a puzzle, and you're a pilot. It's a bit of a puzzle, and you're a pilot.

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Value: 3.5
Graphics: 4.5
Sound: 3
Compatibility: 3.5

Deborah Lander

GEMS OF STRAINS

Machine: Amstrad CPC664
Supplier: Amstrad Computers
Price: £1.95

Expand your graphic adventure. This is a 3D graphic adventure from Amstrad Computers. You must explore Sordas, home of the great A&M and know to move across where the gems of Sordas are to be found.

You move with the cursor keys. Control 48 are via the key based PICK UP DROP USE and others. The game loads in two parts. Part one is a set of comprehensive instructions. Part two is the game itself.

The screen is split into three sections: one part for viewing another for observation and the third for your inventory. The graphics are well done, with a myriad of objects scattered around the maze.

Some of the rooms will transport you into different rooms. Others contain deadly plants to solve particular problems - but which object for which is another story! When I got stuck on one particularly lethal problem, I ignored it and Completed. The people there were most obliging to I had response. Thank you, Amstrad!

All in all, I liked the adventure for

its choice of things easier for our readers, below is a list of the pages on which you will find reviews for your machine. BUT NOTE, most games are being converted via unpopular means. Keep off TVG reviews until the game is ready for your machine - it's likely a copy soon to be

GAMES	Pages
Amstrad	42-47
Atari	48-53
BBC	42, 43, 45, 52
C64	47
Commodore	43, 44, 47, 48, 51
Dragon	51
Electron	42
Spectrum	50, 52, 54
Vic 20	47, 48, 50, 51, 55

its good use of graphics, sound and plenty of colour. As ever with most

Andrew Marshall

Value 2
Graphics 3 1/2
Sound 3
Concept 3

LASER REFLEX

Machine: BBC B
Supplier: Talent Computing
Price: £3.95

Type of game: See it shoot before Laser Reflex from Talent Computing. Systems on a novel game, with Space Invaders theme. It's a fast train, used in a strategic, point system. You must take the necessary obstacles over on the destruction of your foe. To do this, you must bounce your laser ball off a radar dish. So you need to know your angles.

If you miss an obstacle, it loses your base, making it look a lot more like a reaction game. I can't say it's any more than a hole. You will lose a quarter of a life.

The success of graphics makes it difficult to see your laser on the number of power generators and base fire. The identification of the laser of a radar dish isn't really worked, but it does make the game done.

Overall, Laser Reflex is a good but lacks the sense something which makes a best order.

John Bowdler

Value 3
Graphics 3
Sound 3
Concept 3

What does it take to be a computer video and games reviewer?

If you look behind the scenes of some of TV Gamer's pages, you'll discover that only one thing is common to them all: a devotion to games.

If you want to know more, every month we'll introduce you to the members of TV Gamer's review panel - there are seventy in all.



Graham Cook
Age 28

Hobbies: writing, reading/watching science fiction, any type of game (especially computer strategy games), my cat, classical music.
Favourite video my computer, my games, my cat and food - mainly security at that order!
Favourite games: Star Wars and 240 programs which don't load.
Best game: Wizard of War (Atari), closely followed by Lt. Kool & the Calling System - in that order!
Worst game: Hellfire Ace (Atari), and Attack of the Mutant Camels (Demotech)



Susan Cook
Age 14

Hobbies: playing tennis and computer.
Favourite terms and football.
Favourite video: soap operas.
Best game: M.A.C.H. 3
Worst game: Amstrad
Favourite video: my computer, my games, my cat and food - mainly security at that order!
Favourite games: Star Wars and 240 programs which don't load.
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Paul Flower
Age 12

Hobbies: swimming, reading and Dungeons and Dragons.
Favourite video: computer.
Favourite game: Star Wars.
Worst game: Johnny Reb



Paul Flower
Age 12

Hobbies: swimming, reading and Dungeons and Dragons.
Favourite video: computer.
Favourite game: Star Wars.
Worst game: Johnny Reb



Steve Mitchell
Age 21

Hobbies: music, fantasy books (Tolkien and Dungeons and Dragons).
Favourite video: Super 8.
Favourite game: Star Wars.
Worst game: Laser Jet Man.
Worst game: Amstrad (Amstrad)



John Roberts
Age 25

Hobbies: computer games, ball, marbles, tennis, swimming.
Favourite video: computer.
Favourite game: Star Wars.
Worst game: Amstrad (Amstrad)

BOLDCAST

McIntire: *Armed & Dangerous*
 Stanley: *Rain*
 Payne: *48*

Top 10 Game Strategy

The new *Armed & Dangerous* is a top game. It's one of the best of the excellent video of the drive. A lot of the game's a great strategy to take your opponent's side. It's a great game to play with a friend. It's a great game to play with a friend. It's a great game to play with a friend.

You have a lot of options. You can include a lot of options. You can include a lot of options. You can include a lot of options. You can include a lot of options.

During the course of the game, you will be able to play with a friend. You will be able to play with a friend. You will be able to play with a friend. You will be able to play with a friend.

The video game is a great game. It's a great game. It's a great game. It's a great game. It's a great game. It's a great game. It's a great game. It's a great game. It's a great game.

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Andrew Marshall

Value: *10*
 Gameplay: *10*
 Sound: *10*
 Controls: *10*

★ ★ ★ ★ ★ ★ ★ ★

FLIP AND FLOP

McIntire: *Armed & Dangerous*
 Stanley: *Rain*
 Payne: *48*

The game will be a great game. It's a great game. It's a great game. It's a great game. It's a great game. It's a great game. It's a great game. It's a great game. It's a great game.

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Mohamed Ashar

Value: *10*
 Gameplay: *10*
 Sound: *10*
 Controls: *10*

★ ★ ★ ★ ★ ★ ★ ★

ASTRO-CHASE

McIntire: *Armed & Dangerous*
 Stanley: *Rain*
 Payne: *48*

The game will be a great game. It's a great game. It's a great game. It's a great game. It's a great game. It's a great game. It's a great game. It's a great game. It's a great game.

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David Malzer

Value: *10*
 Gameplay: *10*
 Sound: *10*
 Controls: *10*

★ ★ ★ ★ ★ ★ ★ ★

RAPIER PUNCH

McIntire: *Armed & Dangerous*
 Stanley: *Rain*
 Payne: *48*

The game will be a great game. It's a great game. It's a great game. It's a great game. It's a great game. It's a great game. It's a great game. It's a great game. It's a great game.

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Lee McEnder

Value: *10*
 Gameplay: *10*
 Sound: *10*
 Controls: *10*

GRAND

Master: Commodore 64+ (single)
Support: Vagator
Price: £9.99
Type of game: skill
A few hairy walled edges by these
but some. Great control is one of
the best aspects.

Two tactical sound are quite adequate but this one really isn't a real strategy game to play. The Turbo Fighter requires a private and has a few player options. There are no screens to choose from, you're automatically to the satisfaction of a successful.

You can't get an alien who must collect eight items up-loaded and will sit at the bottom of the screen. You can't fly sideways over the top. It's there up and then you can't fly through the top of the screen at the top of the screen.

There's a setting to shoot at, but it appears you can't shoot at all costs a yellow ball that has some sound. It will blow away if it touches you.

The procedure of the game is to press two buttons you can't believe and a hard to do.

There's three has the letters, the button is one. Now it's a real "no" title.

Embarrassed by all the other "Grand" titles, Screen has a really impressive. It has two built-in, the buttons, the letters, and the "Grand" TV set.

Pressing the two buttons is a really nice idea, considering it's a really nice idea. It has two built-in, the buttons, the letters, and the "Grand" TV set.

On the whole, Grand is a really nice idea. It has two built-in, the buttons, the letters, and the "Grand" TV set.

Grand Events

Value: 3
 Sound: 3
 Graphics: 3
 Controls: 3

★★★★★

INDUSTRIAL PLANET ZEUS

Master: Commodore 64 (single)
Support: Earth
Price: £10.99
Type of game: strategy
This is a really nice idea. It has two built-in, the buttons, the letters, and the "Grand" TV set.

The idea is to press two buttons, the letters, and the "Grand" TV set. It has two built-in, the buttons, the letters, and the "Grand" TV set.

On the whole, Industrial Planet Zeus is a really nice idea. It has two built-in, the buttons, the letters, and the "Grand" TV set.

November GAME REVIEWS



Master: Commodore 64 (single)
Support: Earth
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★★★★★

SEMARINE COMMANDER

Master: Commodore 64 (single)
Support: Earth
Price: £10.99
Type of game: strategy
This is a really nice idea. It has two built-in, the buttons, the letters, and the "Grand" TV set.

to play, maybe you'll find it a really nice idea. It has two built-in, the buttons, the letters, and the "Grand" TV set.

The idea is to press two buttons, the letters, and the "Grand" TV set. It has two built-in, the buttons, the letters, and the "Grand" TV set.

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★★★★★

Jesse Hedges

Value: 5
 Sound: 5
 Graphics: 5
 Controls: 5

The coming of the Vic 20 means lower reviews as less games are produced for it. It's the most look at the newest and most popular.

FACTORY BREAKOUT

Machine: Spectrum 48K (4 users) & Spectrum Poppy 4.0
Price: £5.95

Type of game: skill

The robot factories that pop out of the roof have been overrun by alien invaders. They have activated a factory self-destruct mechanism. The only way left alive is to pop the top of the factory to make them stop and break out of the factory. It's a bit like Demons. The twist is in the question for an instant.

Factory Breakout is by a relatively unknown software company. It's not a game like that it won't be used often, for long.

Zinky is the way life in a desert. Zinky runs like a robot. The idea is to move in to both factories. It's an easy exercise and there's fun about the invaders of the buildings. Zinky has his own way.

First of the invaders are where they come down with a special level towards the roof. The later looks like the same as the first and the same way. It's a good idea to know the way. But it's not a hard game. The same as the first of the invaders.

The invaders are not at all easy.

48K ZX SPECTRUM**FACTORY BREAKOUT**

with a factory on the side. Zinky may be moving up the hill and down the way opening on the way up. To complete the mission, Zinky must travel through the factory doors changing their colours, and they disappear. On the screen the alien appears. They destroy Zinky if they touch him, which is quite likely as they have a gun.

Locally the Zinky uses a four direction force field on the screen, which acts as the power field. It's

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can't. The game is a level of a game that is not very good. It's a good idea to know the way.

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Anthony Robinson

Price: £4.95
Completed: 4
Users: 4
Language: 4

**BOMBER MISSION**

Machine: Spectrum 48K (4 users)
Supplier: Commodore
Price: £5.95

Type of game: skill

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John Robinson

Price: £4.95
Completed: 3
Users: 3
Language: 4

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STARBASE

GAME CASSETTE



STARBASE

Machine: VIC 20
Supplier: Commodore
Price: \$4.99

Types of game: shoot 'em up
Another shoot 'em up game, but with an extra idea thrown in. In this game, you've got to save the planet KADIBON. A large number of secretarial stealing aliens

When the game starts, you are positioned in the middle of the screen. You see the invaders through the crosshairs of a gun. You destroy the alien ships by shooting the alien and they explode. They come in waves, but beware! In the last few things in the game to do

When the alien first arrives they're tiny little dots, which grow to be screen eating spaces. If you don't want to lose quality, stay around the planet destroying the tiny dots, which is impossible.

When the game starts, you have a certain amount. This appears at the bottom of the screen. Destroying bosses will add to this. The alien ships will split your score into the game money. But if you destroy all the aliens, you will have scores and left your game money.

At the end of the screen, you've got the star. This shows you how many stars there are around the planet. The planet might go into four N S E W. The ladder shows how many stars into you have left in each sector as well.

This game also has music. When I first started this music sounded horrible. The tone kept coming back some, then I found out it was from Jackson Jones.

Apart from the great music, the graphics are good. The game has a cross between Missile Command and Defender. An excellent but very hard game.

David Cook

Display: 4
Sound: 1
Value: 3
Display: 4

ROAD ROLLER

Machine: Commodore
Supplier: Acorn Software
Price: N/A

Type of game: racing
If it weren't for your control wheel, you'd think a basic job as it is, you can see the view through a window. Sounds much like a real car.

As you approach the other cars, you'll see the other cars. They're supposed to be realistic, you're constantly chased by others. These cars are controlled by the other players.

These cars are controlled by the other players. They're supposed to be realistic, you're constantly chased by others. These cars are controlled by the other players.

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Gary Anderson

Value: 3
Display: 2
Sound: 2
Control: 3



★ ★ ★ ★ ★ ★ ★ ★

SUNKEN CITY

Machine: Dragon 32
Supplier: Elk Software
Price: £1.99

Type of game: graphics adventure
If you liked Whatelet's King of Dragons, then the chances are that you'll enjoy this. Instead of finding a way through, you have to discover the whereabouts of the lost sunken city. Here the fabled wherf

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Andy Jones

Value: 2
Display: 3
Sound: 1
Control: 2

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COMPUTER WAR

Machine: Vix 20 (S-MC) Amx
 Supplier: Thorn EMI
 Price: \$3.95

Type of game: strategy/flight/shoot
 setup

This is one of the first generations of Console Sparks—a subsidiary of Thorn EMI, which is better known for its video tapes than computer games.

The game is better good. It is based on the film *War Games* and follows the plot scene-wise.

You see the greatest computer hacker on the other side of the Atlantic and have him bring in the US ROAD defense computer (see TFC/May 1984). Nuclear missiles are triggered and heading for the main target in the US.

Your job is to move your course around the screen map of America, landing on one or all the oil deposits. Then the Air Force and the DEFCON 3 are going down. DEFCON 3 is police and DEFCON 1 is war. When you reach DEFCON 1 (OK) the game ends.

Now you are on screen two which is a bit like *Star Wars*. Here your job is a fully armed gunner and your job is to shoot the missile down. The little arrows on top of the screen act like radar. Follow them about when pointing up. Then pull back on the joystick to go down. Trap in the V right and shoot. When shot the screen traps and the missile comes away with a smoke trail flaring behind it.

Your shooting must be accurate because it isn't just you have only two or three seconds in level two (missile returns etc). The shooting is good, for you have a full ammunition a color and you know points. This is a good sound as average.

The US map shows very accurately considering the VHS limitations and it is the whole picture. Computer War above average. The high score is top.

Value 3.5
 Graphics 3
 Sound 1.5
 Gameplay 3.5

☆☆☆☆☆☆☆☆

CRUISE

Machine: Spectrum 48K
 Supplier: Automata
 Price: \$5.00

Type of game: adventure

This is the latest adventure from the company which brought *Panacea* and *Gremlin*. This time you play the part of Cruise. You have—of course—been captured on a desert island and your objective is to eventually escape.

The screen shows a partial map of the island which changes when you move in the world. There is also a



status display and see below the bottom of the screen for a partial map with compasses.

You control Cruise using the N, E, S, W directional controller. The game also accepts Dev's Thaw, Laramie and other interesting commands—but not for only Take Useful (I collected a turtle once a lifetime, a parrot and a snake).

I thought the game was very good at first but it was too difficult and slow—and my copy was probably bug ridden.

If you're a Proponent, you'd probably like *Cruise*. Don't try it before you try.

Richard Henderson

Value 3
 Graphics 3
 Sound N/A
 Gameplay 3

☆☆☆☆☆☆☆☆

STARSHIP DISCOVERY

Machine: VIC
 Supplier: Argyle
 Price: \$7.95

Type of game: space strategy

You may think you would like to travel in space—but do you have the necessary skill to make a useful crew member? So this is the title that introduces Argyle's new game.

The screen size: The Starship Discovery is to embark on a three-year voyage to Saturn, and needs resources to pilot an EVA—Extra Vehicular Activity—pod. These are to be repaired or replaced on the outside of Discovery during space flights.

The controller tests your ability to pilot an EVA pod. You must pass through the eight levels of difficulty before a test or a lower level for the success

—I haven't managed to get this far yet.

A few more problems though for the last two or three levels is a screen that is difficult to see. The game is a bit slow in the game. The game is a bit slow in the game. The game is a bit slow in the game. The game is a bit slow in the game.

You can also play the game with the help of the micro-computer control, a 'teaching' display. This gives you a more visual of graphical information pertaining to your flight status.

There are also preliminary points. After each game, you are given a score. A low score places you with the catering corps. A high score places you to inherit a part of the Saturn mission.

Starship Discovery is a very good game, but I have a few minor gripes. The graphics are really fairly detailed but not brilliant. The screen is a bit slow. When you type in a new command, the entire screen is a bit slow to react. And your command input must be completed before the next order takes—A few seconds all. If you don't, you must type the next order.

The sound is a bit better. It seems to have been copied straight out of the *Star Wars* tapes. There are only three or four sound effects. I think the sound effects are a bit better. It seems to have been copied straight out of the *Star Wars* tapes.

Having said that, there are a few things to be said for *Starship Discovery*. It is a good game and it is a good game. It is a good game and it is a good game. It is a good game and it is a good game.

Wesley Rogers

Value 4
 Graphics 3
 Sound 1.5
 Gameplay 3.5

D·A·V·E R·A·V·E·S·!

Making music or sound effects on the Atari can be difficult for the beginner — and tedious for both beginners and the experienced.

But help is at hand. Dave Harvey has a few tricks to make your Atari go with a real bang! Just read on.



If it's possible, by programming to play music on your Atari computer. But the beginner may find this particularly difficult in a step-by-step format.

So to this issue we have a look at music for the Atari. In the next issue we'll have some short programs for you to type, sound-by-sound. Have fun!

Turn on your Atari computer, tap a few keys and a half-tones scale rolls up eight notes, holds for a split second. Your Atari also has two independently tuned channels. C 1 & 2. This enables you to combine notes to make chords or complex sound effects. For instance, we could have channel 1 sound on middle C, 2 sounding G above middle C and 3 sounding an octave below G — C major.

If you want to sound like Depeche Mode or The Human League you're out of luck. Depeche have several and many others use a computer synthesizer called a Synclavier. Other machines include Emulations and Fairlight, which also use synthesizers. But be prepared to pay well over the thousand-pound mark.

Unfortunately your Atari home computer has only one pure tone which you convert for music: a 16kHz square wave. Normally a square wave starts at only two states to and low. When it's made on an Atari computer it exists in only one state: boring. There are other tones, but using them for music can prove to be a bit beyond the beginner.

As well as these tones, you can get distortion or a white noise generator. While noise is a combination of all the frequencies of

the audio spectrum. Select VHF/PM on your radio and go to an off-air station position — you are now experiencing white noise. As white noise has no pitch, it is good for producing sound effects such as waves or thunder.

So while your computer doesn't have a wide range of pure tones to play music, makers have a handy year of distortion to make sound effects.

Atari has come up with some music composer type controllers which automatically make music while the notes are displayed on a slave on the screen. These seem well set to be back about £20. If you are thinking of buying one, think again. They remove the fun you play on screen as you can recall them at a later date, but doing this is again, a bit long.

For a little over £20 you could buy a more advanced (both note and tone) keyboard. This has a wide range of instrument emulations such as piano and organ. If you're looking for a synth box well be fixed. Most of these can make a tune, but will probably have only one or two channels. The Matrix Computer has one.

You could introduce yourself to the world of music the easy way, and if you're a friend have a conventional tape recorder, record your compositions. Memory facilities are normally limited, but with tape recorder you can record as much as you like.

Remember the brand Trio? It had a number two hit single. Casso VL-1 very hard, which you can buy for about £20.

If you are going to program your

Atari to play music (or sound whatever) you will also need to use the notes and the pauses between them — perfectly. You do this with bank FOR — NEXT loops. These you would put between your sound statements. Could you arrange Frankie Goes to Hollywood's *Relax* with no pauses between the notes of the arrangements?

To start yourself here's a short program:
FOR IS
SOUND # 1 1 0 1 1
NEXT # 1 0
NEXT # 2
END
SOUND 0 0 0 0 FOR THE D FOR
H = 1 1 0 0 0 NEXT H SO 0 0 0 0
END 0 0 0

By the time you're reading this article, on the shelves of most book stores shops will be a keyboard with a difference. That difference will be compatible with most home computers. Casso's making the best product, but you are likely to see manufacturers by other companies as well.

All you need to do a look up your home computer is the Casso keyboard. Then program the keyboard via the computer to play the music. You can also save your musical compositions to tape (like other computer programs) and load back into the computer's memory to playback at a later date.

The Casso keyboard will incorporate stereo speakers, eight instrumental sounds, an 8-bit rhythm box. It also includes stereo chorus and automatic bass. Price: £150. □

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Tell us about yourself

Your age: If under 18, please be exact: _____
18-24 () 25-34 () 35 and over ()

Do you expect to buy a home computer in the next year? (please tick one)

yes perhaps no

Do you read any other games or computer magazines? If so, which ones _____

What computer(s)/game system(s) do you have? _____

And when did you get them? _____

What's your favourite home screen game?

TITLE _____

WHAT DO YOU PLAY IT ON? _____ WHAT'S YOUR HIGHEST SCORE? _____

What's your favourite arcade or pub game?

TITLE _____

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ATARI VCS JR.

The Atari 2600 has been redesigned for Christmas markets. So Darrin Williamson took another look at this underrated games system and some now-classic Atari games.

First let's look at the VCS in its redesigned form. The original VCS was conceived and designed in the mid 1970s (a really a decade ago!). At the time it was considered to be a technological marvel which it was.

Over the years however micro-chips and microelectronics have become smaller and cheaper. So it was a logical move to redesign the VCS to take advantage of more modern technology.

This is where the VCS 2600 Jr fits in. It's a smaller, quieter, more economic version of its older brother. All the functions of the old VCS are emulated on the Jr. But it's maybe a bit disappointing that nothing more was added to the system to enhance future games. It is a bit a budget clone of a seven year old system. Nevertheless it offers all the enjoyment of many cartridge titles, including all the coin-op classics from Arcade days during the last five years. We review a few here.

Mr Pac-Man

Even though Pac-Man was the number one bestseller in home video games in 1982 many fans of the arcade coin-op criticised the graphics, the colours and the game play saying that they weren't close enough to the real thing. In time liking. Once news leaked out that the sequel to Pac-Man was in production, the fans eagerly waited in the hope that Atari would come up with something that even the most discerning Pac-Maniac can live up to with.

Mr. Pac-Man lives up to the. The graphics have been greatly improved (due to the loss of characters). Our little yellow friend now actually points in the direction of his target and the unfamilar situations have now been replaced by that which are actually quite realistic. You even get several different patterns of mazes in a game. In



short if you liked Pac-Man you'll love Mr. Pac-Man.

Assassins

One of Atari's all time best sellers and one of the best to use an RC VCS instead of the conventional SE or JE.

The game play is very similar to the occasionally successful coin-op original. However the graphics and sound although quite good are not up to coin-op standards.

This is because the arcade game uses a different type of screen and a different graphics process called VectorScan (although Atari uses the same QuadScan for some reason). It's got to an extended field and a bunch of satellites and UFOs (nick named Willy and Berber by the Atari programmers).

Barducci

Thankfully Atari hasn't tried to copy the coin-op direct vector to create meaningless vectors (not worth it). Instead of the wire frame images you are given a cartoon like a customer image.

All our old friends are there, the enemy tank, super-tank, missile and the sniper (all worth 200 points). If you're hit by the enemy you get a reflexion on the screen as if the tank's video display had just been disconnected. All of all the game runs nice round. Control.

Defender

This game has been equally successful as a coin-op for Williams II

entertainment and as a VCS game for Atari. Atari programmers Bob Palano had the awesome task of squeezing a 25K game controlled by a four button one lever control panel into a 4K coin slot and a joystick.

All your friends are there to greet you, leaders, warriors, bombers, pods, missiles and bullets along with your workshop Defender. Game play is quite complex and will take even a hardened space gamester a while to master fully. The graphics and sound do come reasonably close to the real thing.

Seeing it from the brackets of both hardware and software Bob Palano has done an incredibly good job with Defender.

Juggie Man

This is based on Atari's coin-op of the same name. The game is in several phases. First you have to swing on ropes to get across a section of scroll like screen. You then have to swim through a crocodile infested river, killing crocs as you go and surfacing for air. Having survived that you have to get past a number of large and small boulders some of which you must jump and some you must dodge. Next comes the ultimate objective when you must cover the central warrior in order to save the system. Atari has made good use of the graphics and sound in this game. All in all a good game with a real intriguing storyline.

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2 (2)	ZAXXON	(CBS/Datascop)	b, f, g, n
3 (7)	PITFALL II	(Activision)	n
4 (—)	BEACH HEAD	(US Gold)	c
5 (8)	DECATHLON	(Activision)	c, n
6 (12)	LORDS OF MIDNIGHT	(Beyond)	c, i
7 (—)	SABRE WOLF	(Ultimate)	
8 (3)	PITFALL	(Activision)	b, c, f, g, n
9 (5)	POLE POSITION	(Atari)	a, c, f, i, n
10 (13)	FULL THROTTLE	(Micromega)	
11 (4)	RAIDERS OF THE LOST ARK	(Atari)	n
12 (10)	DONKEY KONG	(CBS/Atari)	b, f, g, n
13 (—)	TRASHMAN	(New Generation)	
14 (9)	SEVER SAID	(Activision)	b, f, g, i, n
15 (17)	ENDURO	(Activision)	n
16 (—)	VALHALLA	(Legend)	c, i
17 (11)	BURGER TIME	(Mattel)	g
18 (6)	FIGHTER PILOT	(Digital Integration)	
19 (16)	MANIC MINER	(Bug-Byte/Software Projects)	c, i
20 (18)	POPEYE	(Parker)	b, f, g, n

*Numbers in brackets indicate last month's position

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...and the TOP 10 arcade games

1 (1)	STAR WARS (Atari)	6 (5)	M.A.C.H. 3 (Mylstar)
2 (2)	TRACK & FIELD (Konami/Kalco)	7 (7)	BUCK ROGERS (Sega)
3 (3)	DRAGON'S LAIR (Cinematrotronics)	8 (9)	MR DO (Universal)
4 (4)	POLE POSITION (Atari/Namco)	9 (—)	TURBO (Sega)
5 (8)	DONKEY KONG (Atari)	10 (—)	SCRAMBLE (Konami)

TOP GAMES OF THE MONTH

You are invited to vote for your favorite Screen game and your favorite Arcade game. But remember to vote only for those games that you own, have rented or have played a great deal.

To register your vote, use the reply post card on each page. One lucky voter will receive a free year's subscription to TV Gamer (valued by \$20.00).

Last month's winners: Screen: Exhysteria, Midway, Konami

TOP SCORE

1	(1)	JETSET WILLY (Software Projects)	83 objects Row Coleman/Compton Disc
2	(2)	ZAXXON (TVC cloned)	3,350,100 Christopher Brady
3	(7)	PITFALL II (TVC cloned)	199,500 Gavin Dansey/Andrew Davis
4	(-)	BEACH HEAD (US Gold)	no claim made
5	(8)	DECATHLON (TVC cloned)	11,000 Simon Mills
6	(12)	LOADS OF MIDNIGHT (TVC cloned)	solved Mike Johnson
7	(-)	SABRE WULF (Ultimate)	no claim made
8	(30)	PITFALL (Activision)	114,000 David Ross/Richard Yarnie
9	(6)	POLE POSITION (TVC cloned)	106,800 Adrian Bunting
10	(13)	FULL THROTTLE (Microimage)	no claim made
11	(4)	RAIDERS OF THE LOST ARK (TVC cloned)	23 points Brian Hall
12	(14)	DONKEY KONG (TVC cloned)	8,796,400 Ian Marshall
13	(-)	TRASHMAN (New Generation)	no claim made
14	(9)	RIVER RAID (Activision)	1,000,000 Gavin Devallan
15	(17)	ENDURO (TVC cloned)	47 days Paul Rowell
16	(-)	VALHALLA (Legend)	no claim made
17	(11)	SUBJECT TIME (TVC cloned)	333,600 A Collins
18	(5)	FIGHTER PILOT (Digital Integration)	no claim made
19	(14)	MARIC MINER (TVC cloned)	3,146,777 Mark Binyon
20	(18)	POPETE (TVC cloned)	427,550 Frederick Kirk

TVC Games invites readers to send in their high scores for any screen game. A claimed score merely needs to state your name, game title, system (eg Atari home computer system Spectrum, VIC), and your claimed score.

A proven score will require photographic evidence, but will take precedence over previous claimed scores. We suggest using a S&P scale exposure coming on or tripod with cable release, timed at 1/4 second. Games

which can be "checked" (ie the score reaches a maximum and then returns to zero) will count only as claimed scores. Additionally, games which present short runs for high scoring (eg Space Invaders), which can be made to shoot two maxima of a trial) will also only be accepted as claimed scores.

Send your score to TV Games, Top Score Desk, 180 Oxford Street, London W1.



Well, Halloween is well and truly over, but Christmas is on the way. To celebrate, TVG is coming up with lots of exciting and exclusive features. For instance, the giant poster of Storm Warrior featured on the centre pages. Let us know if you like the idea of posters in the mag. Are there any posters you'd particularly like to see us print? Maybe some of our previous covers have caught your eye, or maybe some advertisements promoting games at shops have struck you as being poster-worthy. Let us know if there are.

Don't forget to enter the designer competition, as I know a great many of you have some very good game ideas. Now you have your chance to get your game published by Activision UK. It has been said that there's a best-selling novel in everyone, so maybe the same is true with games.

I've also rounded up lots of goodies for the Spectrum. Just enter the competition on page 50. Don't be put off if you don't own a Spectrum - the poster will work on most popular models.

Did you find the results of the survey interesting? Thanks to all those of you who answered our questions as we roamed the streets of sunny W1.

Well, that's about all I have space for this job. But fear not! We'll be back in time for the Christmas rush.

Darrin Williamson

TV GAMING
187 Oxford Street
London W1R 1AS

WHY, WHY, WHY?

Could the Master II be a surprise or something? It's an impressive video game! Nintendo's Pure Color TV playstation is finally, and I'm now hooked!

Less thinking of buying an Amstrad VCR. Do you think I should wait till the 2000 series is released or buy the second one? Can VCRs be upgraded on the computer system?

I had your report sent me yesterday. But why don't you call those things?

**Rian Robb,
Buckham, Aberdeen**

No plans for a comic version of Pure Color. My question for Commodore will produce an answer. Sorry you missed Color II's link with Amstrad.

Don't fear for the 2000 as it's now

an in-system VCR cartridge can't run on anything other than a VCR. The Commodore expansion module.

We will "copy" eggs because they are delivered from bags. Eggs are seasonal special features in a game. They have been produced deliberately by the programmer. Eggs are decorative pictures in the program.

The next eggs come from the Amstrad and their website of looking for eggs. Games (see). The programmers had something in the game for gamers to find in such the same way.

GAMING IN IRELAND

As I write it is on holiday in Ireland. Let me tell you about the arcade and computer scene here.

After 20 computers go, I haven't seen many more. There are a few Commodores and Cans I mention, but no processors here.

I expect Ireland very expensive, like everywhere else. TV Games cost £1.12.

The arcade is good. They have most of the new machines, and give a lot of the machines out only. I've seen some. They have all the regular Donkey Kong, Centipede

Deluxe Tempest, Stroker Adventure and Defender.

In one pub I played Circus Charlie in 2000 on a Strangely enough, I have seen Amstrad Pure Color anywhere.

I own games which I have never seen in the UK. One is Grand Master 2 Pac. Also type game. This provides no playing door, making objects and avoiding dogs and other terrible animals.

Another game was Attack, which is a very short action game. It shows a map of the world where France has been reduced to just a region of what was left.

You have a set time in which to blast your enemy. Otherwise the Mary will be launched. I don't know what the Mary was. I always finished on time!

On each dollar we country there is quite good scenery. For example in France you have the Eiffel Tower and the Arc de Triomphe.

**Thomas O'Grady,
London E511**

Also the region I dealt with was Amstrad in the Republic of Ireland in Northern Ireland to distribute the arcade games. They should be up and running now. So Pure Color is probably made in Ireland.

LUCKY PRODUCT?

Could a vintage Atari be a computer's lucky charm to solve some of TPC's problems? What duty do the future hold for this rare company?

**L. Sherman,
Chicago**

It's very difficult to prove we computer whizzes don't use software. That's why problems are fixed with third-party's Lucky Keyboard. One or two software titles have migrated from Atari to PCs and we're convinced they're for real.

Who can say what the future will hold for Atari's games?

NO IMPORT

Back in 1982, IBM in the northern hemisphere had a device called a T update interface on two joystick controllers connected to a one port. Could you still use who games then and also the appropriate price.

In the late 80s, John Pambian, president of a major exporter for the Atari, told me not to worry that he'd lost it. I saw it on the back of a ColecoVision box in Atlanta when I was scouting around for prices. It was described as a Super Circuit Module which it accepted over 1,000,000 bits of information. Keep up the good work.

James Bringham

The Super Game Module was, describe without exaggeration or in the US. It was an early device for the Atari and later on the Atari 2600. Atari's Atari 2600 was the Atari's Atari 2600. Atari's Atari 2600 was the Atari's Atari 2600.

Consumer Electronics at Merchants did announce that of those 7,000 titles that were last year and indeed they exist in the Atari. But it did not appear that side of the Atari.

NEW GAMES

I own a ColecoVision and I'm sure that the Atari 2600 is the Atari 2600. I'm sure that the Atari 2600 is the Atari 2600. I'm sure that the Atari 2600 is the Atari 2600.

In Atari making Pole Position for the Atari 2600?

Has Poles released Mr. Dos Castle for the Atari 2600?

It's like to some Top Score game for arcade games.

**David J. Hill,
Minneapolis**

The Atari 2600 is the Atari 2600. I'm sure that the Atari 2600 is the Atari 2600. I'm sure that the Atari 2600 is the Atari 2600.

Dragon's Lair is scheduled for release in the near future. This way does that ColecoVision is the Atari 2600.

Atari and Poles are bringing games to the Atari 2600. Poles should be releasing Mr. Dos Castle before Christmas.

Please send us your Atari 2600 and we'll send you what we can do.

THE GREEK GAMES

In response to your request for information about the game about I thought I'd tell you about the arcade. I visited in Crete.

The last arcade I saw was on the island. It was really quite a nice place to visit and the only place to visit from the island. Whether there was a power line or there was not for the island I don't know. But it made the game seem closer.

They really had the old arcade Atari. Space Invaders (called Earth Attack) and Mr. Dos. The newest game was Top Score and Poles for the Atari 2600. I was to get paid for the game or perhaps the lack of help for it.

Another arcade I visited was in town. All the machines were up against one wall in a small shop. It had about twenty games including Defender and all those previously mentioned. The place seemed to be a fairly good for the game and I was to get paid for the game when they own money paid out.

Top Score and Poles was by far the most popular game in the arcade. It was a very popular game and I was to get paid for the game when they own money paid out.

The arcade scene in Crete is popular but there is a lack of new games. No Dragon's Lair or Space Invaders or Pole Position. Indeed I don't see a single game which would be interesting.

A good feature in one arcade was a highly competitive to find the highest score from all the players. The game changes each night and on the Defender night I was to get paid for the game when they own money paid out.

All in all Crete has a fairly good arcade scene and I was to get paid for the game when they own money paid out.

**Bob Higgins,
Hamilton, Essex**

US LOOKS AT SPECTRUM

I think your Spectrum is a very interesting game. The computer is very good and I was to get paid for the game when they own money paid out.

I have had my Spectrum for two and a half years now. But I don't think it's been as good as I thought it would be.

serious game playing.

My change of mind was caused by rumors that companies like Atari, Poles, US Gold and Sega were going to bring out games for the Spectrum. Please could you tell me what games are available and when, so I have been told to manufacturers and to?

**Mark O'Hara,
Morden, Surrey**

More or just. But I don't know if you've mentioned. Check it out for me.

CHEAP ATARI

I am writing to find out when the new Atari 2600 will be coming out for the UK. I have already contacted the others - such as Atari, Sega - and think these games are not brilliant.

I would like to know if the Atari 2600 will be cheaper in the future. Other games are being copied for the Atari 2600. Atari 2600 and being sold at a much lower price.

**Michael Green,
Colindale, Birmingham**

Dear Waz - the Atari 2600 should be available before the Atari 2600 is released.

Atari games have already dropped significantly in price for about £10. Is it that cheap enough for you?

NO PIRACY

In my letter to the September issue of TV Games - and you reply - I would be interested in getting involved in piracy. Indeed it is for my security of legal games such as myself.

If piracy was stopped in a substantial way, the price of legal games would rise and I would have to pay more for the same games. I am sure you would agree.

**Michael Lynch,
Liverpool, Merseyside**

There is a problem with piracy. It is a problem that I am sure you would agree. I am sure you would agree. I am sure you would agree. I am sure you would agree.

GAME PAWS APPEARS ON PAGE 66

MINING UPWARDS

While I was playing on CBS Colorado's *AM1070* (Wilder) found an answer—*yes*. When I posed the question I used postage-stamp numbers on the broadcast itself. I said I found that I had to go to the cabinet of the miner. If you posed #6403 #0 you will go to the second level.

Jon Keating,
Connecticut, Staff

STICK IT TO THE ENEMY

I am writing to tell you that I have found some bugs on a number of my cartridges. For example, on YCS *Hyper*, I have found a way of making Buster walk through the wall on level one.

Passable catches or more hearts and get killed immediately after you reappear, run down to the speech, you don't have to pick it. Buster should be running towards you. He will jump up to the air looking for you on the top platform, but will not find you. So he will run over to where you are—but will not catch you. This is a safe bug.

After that, he will turn and run to the wall on the right hand side. Meanwhile, move away from where you are standing. Buster will walk through the wall and come out the other end, getting stuck for a moment or two.

I have also found a bug on *Yin Dao* which enables you to jump sheets.

And did you know about the "toaster" that kills you in *Phantom*?

Brian Bell,
Decorah, Illinois

FRIGHTFULLY FUNNY BUGS

I have discovered a bug in *Galaxian* (and in the *Galaxian* game manual) that lets you jump through the wall to the "Missile" section of game number two.

We employees, as an anniversary celebration, I'll be giving away large quantities of paper to the bag boys.

Amesha death threat to British employees and recently colored water-blen to computer



computer found—well, I'm a little unsure how to describe it. What is it exactly?

It seems to have properties type-entirely similar to Lady Bug's own. Every a minute Lady Bug takes a copy of the thing in the bag too.

Stephen L. Wraghtman,
Bellevue, Deaky

AMSOFT'S FIRST TRICK?

The computer's own and not many people can see but I have found a clever trick on the Amsoft's *Master Attack* game.

Once loaded, select your skill level. My trick will work on any level. Take off from the ship and accelerate to full speed. Then lower your plane to sea level—carefully!

Wasn't the first step crucial along. It should be a minute or so. Once its possible to shoot two or three spaces away. Stop it. The target is red—D you look too early, your plane will not destroy it.

Once you are clear of its range, hold down your missile button. Your aircraft will shoot straight through the ship, leaving only flames behind you. You will get 2700 points per lot that.

Another trick, save your lives for the city. And, while on level 0 by the enemy, make sure you go up, so reducing enemy targets.

Kenneth Martin,
Covington, West Sussex

WIZARD!

I have discovered a new Superer 3-Hr. on Air War for the Decision. It's a good down. Escape and press

Escape code. You can find through each access to the score you want to play. But you must release. Escape on the score before the one you want to play.

Did you know Escape is also used to restart a game?

Also don't use the "F500" command to turn the sound off. Because the game won't start.

Paul Jack,
Channah, Texas

R DRAGONS

I have a question about the "YCS game *Plasma* game.

I had loaded onto 8 of the cassette and pressed down the reset switch about ten times. Then I switched to the first video screen after warp looping to a dragon released area.

After that I was confronted by dragons that looked like dotted lines in the distance. When they came closer the dots seemed to turn into a letter H. Could this be an error?

This has happened only once and I am trying to make it appear again.

James Peckham,
Waukegan, Illinois

MORE ON YCS

I'm writing to tell you that I have found a bug in *YCS*. On the *YCS* game, the new sheet that came up was a driver. But more importantly, the power got into the center of the square to the right of normal.

Another time I also power ball and, as my debug and shock, it would not stop rotating and kept going. I normally checked out all the games and in 3. Then I

another player, I only heard the name) and the game was back to normal (yay).

On *Wizard of War*, you will have a certain score after the game is over—usually made by one of your friends or a score.

The *Wizard* has two levels to reach. You will have to reach the top 10. If you're playing as a character, it's called—your first victory here is a success. The next player to also become a success.

If you're playing as a character, the game is called *Prize* and you can play on through. Also, if you press game, select all data game—no change will continue to be used.

In my memories of the *Wizard*, I have found a small bug.

I was playing the game normally and got to the end of the game. When a star was in my position of the end, another star was behind me.

Both the enemy make a sound on the left side. The star on the left side and the star on the right side. The star on the left side was behind me. The star on the right side was behind me.

Alan Blair,
Baltimore, Co. Anson

HOW TO PLAY FOREVER

Here are some tips on how to play *Forever*.

Forever is a game that passes through you. It is the lowest in the corner of the screen. As far as you can get without disappearing. Move and fire. The more you pass through, you will be able to win it. This means an old machine only.

Crystal Castle score 140-200. On the top of the screen, the left side is the base of the structure and the jump button.

Die Die makes a sound that is like a bell. The most common one. Stop the last character two spaces under a rock, and hold them there by passing over enough to freeze him. Then

dispar rather than rock, jumping the character so you pass through him.

When you hit the rock, waves come down inside the character and turn away. Quickly run around and explode the character just before the rock hits him. Then the character is killed twice. The game will not advance to the next round until either you get the first or tell Don (by wiggling a stick).

Destroy King Jr. How to get exterminated lives. Play two players. Play the first player normally until you die. When the second player starts, come from the far right side of the starting platform on the one that completely off the edge. You must be able to jump straight up without any help from the wire.

When you hit the blue trap, come down the opposite wire. When it reaches the bottom jump! You must hit the water the same time the trap closes. The screen will go blank and this needs **PLAYER ONE**. Now player one will save the sea anemone and number of eggs that will have returned to level one.

How to lose the game to a small piece. On the first screen, climb up to be above in the open air to the top of the screen. If you continue hitting the joystick up every time you drop down consistently until you release the joystick. What

EASTER EGGS

not very useful, this trick is made possible.

Defender how to escape action. To freeze the character on Defender, you must get all the horizontal underneath you, and then put them all on the player's surface. As long as you keep your fingers off the start button the game may still. When you press them the game starts playing again.

Clayco make all the traps stop dropping bombs for the entire game. On the first screen, stand off the screen except for the bottom the bottom left side. You die and live to re-entry character for a fly around while you dodge the bombs. It will then stop shooting. Let it pass by four times and shoot it.

Jack score over 100 million points. On level 100 count all the knights except one. Let the cross-pipe caught by the lion troll. Position yourself on the bottom floating rock or platform. The game character will enter counting out. Simply face the direction they come from, and they will see the rock launch every time. You can build up over 1,000 million more. Again, this trick is an old technique only.

The tricky gap trick on

four stars are the two levels right hand ledgers. They are both a slightly different height. If you land on the lower ledge of the two without jumping your feet down, you can slide along the ledge. Instead of bouncing off the ledge one you fall through the gap.

Jack The Giant Killer you must use five games. Although it was once that is an interesting trick. You simply jump on Jack's head and keep jumping until you die. Some pastimes have been modified, but you may be lucky.

Atleptic get 70,000 bonus points. This one is for personally. When your score reaches 1,000,000 stop the treadmill. You will pick up anything from 25,000 to 75,000 points.

Ms. Pac Man was very fun three games. That is a lot for a week. You must be able to complete the 137th screen before the snake on other screens. All the characters will be right side up, but the snake will be upside down with all the dots are on the right places. Once this screen is cleared 70% of the time you lose three games instantly. It will also give you a headache.

Atleptic get 70,000 bonus points. This one is for personally. When your score reaches 1,000,000 stop the treadmill. You will pick up anything from 25,000 to 75,000 points.

Atleptic get 70,000 bonus points. This one is for personally. When your score reaches 1,000,000 stop the treadmill. You will pick up anything from 25,000 to 75,000 points.

Don Rubin

TV GAMER BANNED!

For anyone who plays Mr. Do in the 16 color 16 line Round-robbey. If you do not all four sides of a screen it will turn into a blue screen.

On Classic Adventure for Color, when your first player appears a blue play. If you score over 10,000 without losing life, the second time you lose a new place the first player wins.

By the way, I have been banned from my local arcade because I am too good.

Dennis Rhell, Massena



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